SpaceGamer
FantasyGamer

Apr / May 1987
Number 78
$3.50

Rath Clointarf

Irish Dungeon Adventure

Also In This Issue:
Battletech
Bard's Tale Interview
Gamer's Classifieds

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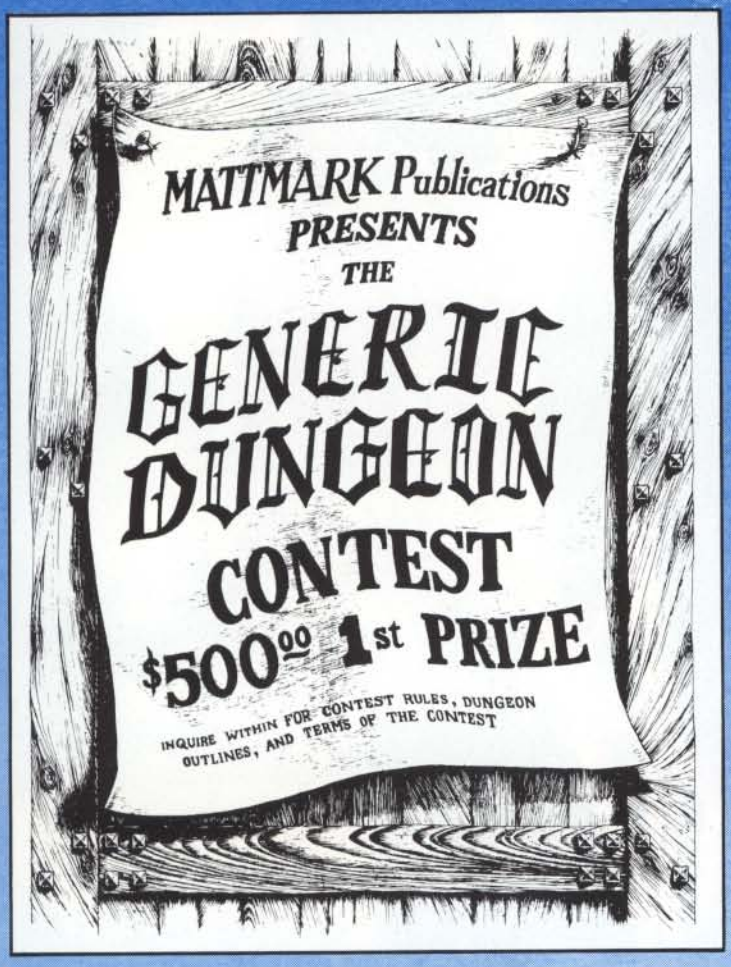

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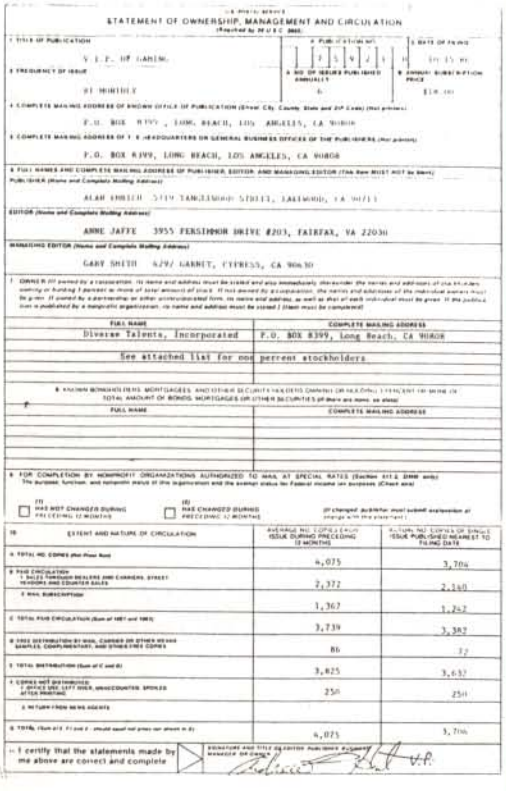

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April / May 1987 **Number 78**

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Journey across the light years exploring the uncharted systems of the frontier; watch your two shadows under a double star; war against the unfathomable Kafers amid the exotic environments of alien worlds; ride the beanstalk down to the towering cities of Earth, the economic center of an ever expanding human civilization. Be a part of the New Age in **Traveller: 2300**—the state of the art in science fiction role-playing.

State-of-the-Art Science-Fiction Role-Playing.

History

Traveller: 2300 plays against a background of Earth 300 years after the cataclysm of the Third World War. Set in a world where nations still clash, civilization has crawled back to its prewar levels, and then beyond. The world is dominated by the Third French Empire. Earth's hundred nations have colonies among the stars. First contact happened long ago, and commerce with alien intelligences is now commonplace.

But exploration still goes on. The conquest of the stars has just begun.

Game Systems

Playable realism. Many games which are realistic can't be played; most playable games aren't terribly realistic. **Traveller: 2300** is both at once, balancing exquisite detail with simple, accurate game systems.

The heart of **Traveller: 2300** is its task resolution system. With it, the referee has a plethora of examples and precedents to use in any situation, and the players have a reasonable idea what their options will be on any given task. Rules cover all aspects of conflict resolution from arguments to all-out battles. Detailed character generation, starship operations and combat, and economics make **Traveller: 2300** the state of the art in science fiction role-playing. If you're playing anything else, you're behind the times.

The Near Star Catalog

The **Traveller: 2300** universe deals with star systems within 50 light years of Earth. Extensive research and analysis has produced the most accurate star map ever made. Never before has such a monumentous task been undertaken, either in gaming or in science fiction. Over 700 stars in over 500 systems, on a 22" x 25" full color map. Location, spectral type, size, and magnitude are all documented in a separate star catalog.

The local neighborhood of stars contains white dwarves, red giants, and warm yellow stars like our own. The map extends far beyond the furthest reaches of human settlement into the realms of aliens and the unexplored. **Traveller: 2300** maps out the local neighborhood in detail never before accomplished, helping to make the game what it was designed to be—the ultimate in playable realism.

Traveller: 2300 includes complete rules for science fiction role-playing, a complete full color map of everything within 50 light years of Sol with accompanying stellar data, and an introductory adventure set on mankind's frontier. Be a part of the New Age, with **Traveller: 2300**.

GDW Game Designers' Workshop
Since 1973

PO Box 1646, Bloomington, IL 61702-1646

This issue features fantasy - a reminder that Fantasy Gamer is part of the magazine's name. So, in honor of St. Patrick and your Celtic heritage, wander through the dungeon in the Fantasy Section. Don't worry, there's plenty of good hardware in the Space Section.

Eventhough most of us are looking for signs of winter's end, it's not too early to start planning for the summer convention season. I'd like to see some reader input on a particular aspect of the convention season, the Origins awards. What do you like about them? What do you want changed? Would you give more consideration to purchasing a game if you knew it had won an award at Origins? Are you aware of other awards given in the industry? If you are, do you feel they compete with the Origins' awards? I'm asking these questions because I want to discover how gamers feel about the awards. There is also another reason. This year, I'm involved in the awards and have an opportunity to initiate some changes. Of course, I have opinions on the awards and what I'd like to see changed. I'm a gamer, after all. But the awards will be better if they reflect the opinion of as many gamers as possible, so write a letter. If you're not interested in the awards, tell me why.

I'd like to see fan participation in the awards continued and expanded. Gamers vote with their dollars when they make a purchase, but not all the award categories are reinforcements of buying decisions. The Hall of Fame and the Graphics categories, for example, are opportunities for gamers to nominate people and games that have added enjoyment to the hobby. What about new categories? Are their areas of gaming that should have a category? The game that doesn't fit into any specific category is a constant problem. A special award of excellence should be available for the academy to present. It should be a category similar to the Hall of Fame, but with the option of no presentation if the awards committee chooses not to do so in a given year. This area still needs a lot of definition, but I think the idea is a good one. A bigger audience at the award ceremony would be a good way to show interest in the awards.

Next issue will feature computer games.

Anne F. Jaffe
Editor

CONVENTION CALENDAR

Send announcements of upcoming conventions to Convention Calendar, P.O. Box 2712, Fairfax, VA 22031. Please send announcements six months prior to the convention.

MAY 15-17
Kubla Quinze
Nashville, TN
Information:
Ken Moore
647 Devon Drive
Nashville, TN 37220

MAY 22-24
Dixie Trek '87
Atlanta, GA
Information:
Dixie Trak '87
c/o L. Ogletree
810 Club Lakes Parkway
Lawrenceville, GA 30245

MAY 22-25
Costume Con 5
New Brunswick, NJ
Information:
Costume Con 5
c/o E.C.C.L.
24 Patton Drive
Sayerville, NJ 08872

JUNE 5-7
LEPRECON 13
Tempe, AZ
Information:
Box 26665
Tempe, AZ 85282

JUNE 27-28
Readercon
Brookline, MA
Information:
Readercon
Box 6138
Boston, MA 02209

JULY 2-5
Origins '87
Baltimore, MD
Information:
Box 15405
Baltimore, MD 21220

JULY 3-5
MapleCon 9
Ottawa, Canada
Information:
MapleCon 9
Box 3156, Station D
Ottawa, Ontario, Canada K1P 6H7

AUGUST 6-9
San Diego Comic Con
San Diego, CA
Information:
San Diego Comic-Con
Box 17066
San Diego, CA 92117

MIND DUEL ERRATA

Dear Editor;

It is very good to see **Mind Duel** in print at last, but I noticed a few errata in the published version which I would like to clear up for your readers. Most of them have to deal with the diagrams. For example, at the top of the third column on page thirty, just after defining *forward and backward*, the text says "See diagram #1 for an example" But diagram #1 has nothing to do with *forwards and backwards*. Instead it illustrates one continuous direction in the wavelength arcs. I trust this hasn't caused much confusion, as the definitions of forward and backward are straightforward enough to require no diagram.

Diagram #5 should be referred to in the text in the third column on page thirty-one, just after the two paragraphs on *backward acceleration*. Also, upon reflection, I believe that the invalid moves on diagrams #1 and #2 should be on a separate diagram with short explanations (but this is my own fault as that is how I made the diagrams in the original rules).

There are two other problems which I believe should be noted. The first is that although the rules call for counters numbered '0 through 4', the actual counter sheet includes '5' as well. Though not originally called for, if people want to expand the game to include the '5' they should. The second problem is that with the new board design the wavelength arcs are no longer arcs. Sorry folks, when I proofread the final text I did not have a copy of the new board designs or diagrams.

Despite these flaws I hope that people have enjoyed it. For those who want a really bloody game, I suggest they try considering pieces which would decay beyond the unconscious' #6 arc as lost. It can make stuns hurt a whole lot more.

Faithfully,
Lester W. Smith

This is the place to discover what's new in gaming products. There will be a list of scheduled releases from the manufacturers. There will also be a short write-up of new products that make your gaming more enjoyable.

New Releases

Columbia Games, Inc.

Tharda, Harn Kingdom module
Meldryn, Harn Kingdom module
Menglana, Ivinia module

Steve Jackson Games, Inc.

Son of Toon, Toon supplement
G U R P S Battlements, G U R P S
Combat Showcase, Car Wars Supplement
Ogre Reinforcement pack, Ogre
Science Fiction Characters, Cardboard Heroes
Car Warriors, Cardboard Heroes

West End Games, Inc.

Your Own Private Idaho, Price of Freedom adventure

Ral Partha Enterprises

Armored Ninja
Ninja w/gimmick weapons
Armored Samurai
Thief pointing, Denizen Figures
Samurai Adventurers
Headsman w/ax, Denizen Figures
Elf Maiden, Denizen Figures
Dwarf w/sack, Denizen Figures
Ork w/ hook & shield, Denizen Figs.
Orc w/club & shield, Denizen Figs.
Hero charging w/sword, Denizen Figures
Fighter w/ mace & shield, Denizen Figures
Screaming Ogre w/ tree stump Cyclops
Mage casting spell, Denizen Figs.
Cleric w/ flail, Denizen Figures
Female Assassin, Denizen Figures
Dwarf w/ hammer, Denizen Figures
Fighter w/ two handed sword, Denizen Figures
Enchantress, Denizen Figures
Dwarf in scale w/mattock or ax, Denizen Figures
Dwarf in leather w/mattock or ax, Denizen Figures
Dwarf in chain w/ crossbow, Denizen Figures
Dwarf in chain w/sling, shield & spear, Denizen Figures
Dwarf in scale w/sword or halberd, Denizen Figures
Dwarf in leather w/sword or club, Denizen Figures
Dwarf in chain w/sword or morningstar, Denizen Figures
Dwarf in chain w/bow, Denizen Figures
Mounted Samurai, Samurai Figs.
Armored Samurai w/sword, Samurai Figures
Armored Samurai w/naginata, Samurai Figures
Armored Samurai w/bow, Samurai Figures
Lt. Samurai w/polearm, Samurai Figures
Samurai/Ronin w/polearm, Samurai Figures
Samurai/ronin w/sword, Samurai Figures
Samurai/Ronin w/two swords, Samurai Figures
Samurai/Ronin w/nodachi, Samurai Figures
The Hunter, 35 ton missile tank (2), BattleTech
The Vedette, 50 ton tank (2), BattleTech
Velk-ga Valkyrie, BattleTech
CPLT-C1 catapult, BattleTech

TSR, Inc.

Laser Tag Live Action Game
Laser Tag Handbook

Ultimate Powers Book, Marvel Super Heroes and Marvel Super Heroes Advanced special module

FASA Corporation

Star Fleet Intelligence Manual, Star Trek rules supplement
Trader Captains & Merchant Princes, Star Trek rules supplement
Gorn battleship, Star Trek miniatures
Romulan Bright One destroyer, Star Trek miniatures
Klingon Stingtongue missile destroyer, Star Trek miniatures
Mercenaries Handbook, BattleTech rules supplement
The Klingons, 2 volume set, Star Trek supplement
The Strider Incident/Regula One Deck Plans, Star Trek adventure/sourcebook set

Chaosium, Inc.

The Shattered Isle, Hawkmoon supplement
Terror Australis, Call of Cthulhu supplement

Tournament of Dreams, Pendragon Supplement

Dark Horse Miniatures

Mauler, Mekton
Scimitar, Mekton
Vector MKII, Mekton
Veritech Fighter, Robotech
Veritech Guardian mode, Robotech
Veritech Battloid mode, Robotech
Gladiator Destroid mode, Robotech
Excalibur Destroid mode, Robotech
Spartan Destroid mode, Robotech
Zentraedi Scout Pod, Robotech
Zentraedi Tactical Pod, Robotech
Zentraedi Command Post, Robotech
Player characters, Robotech
Russian Char, Price of Freedom
American char., Price of Freedom
Groo the Wanderer, 75mm
Road Hogs, Teen-age Mutant Ninja Turtles
Elementals

Palladium Books

Advanced Recon, Recon rules supplement and adventure
The Robotech Defense Force Manual, Robotech rules supplement
The Zentraedi, Robotech supp.

Mayfair Games, Inc.

H I V E, Heroes adventure
Crystal Barrier, Role-Aids adven.
Who Watches the Watchmen?, DC Heroes adventure
Legion of Superheroes Volume II - The Worlds

Iron Crown Enterprises

Spacemaster Companion, Spacemaster rules supplement
S.H.A.D.O.W. Over Scotland, Danger International adventure
Haven of Gondor, Middle-earth Role playing campaign
Pirates of Pelargir, Middle-earth Role playing module
Robin Hood, Rolemaster & Fantasy hero campaign
Rolemaster Combat Screen, Rolemaster
Adventurers Club #9

Victory Games, Inc.

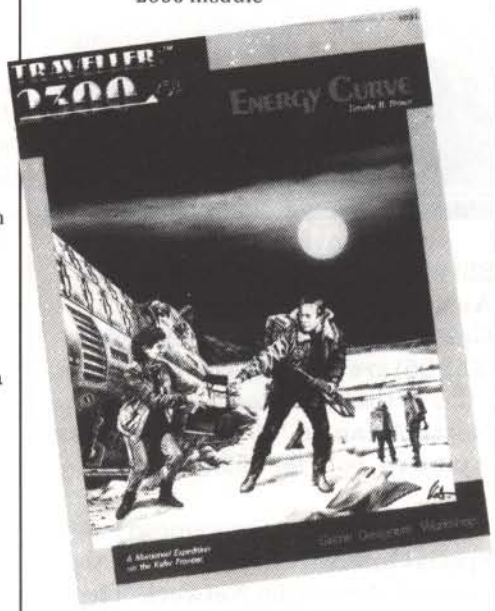
On Her Majesty's Secret Service, James Bond 007 adventure

Grenadier Models, Inc.

Julie Guthrie Fantasy Personality #2
Legion of Superheroes boxed set
Monster manuscript #11 & #12
Goblins, Battlelords boxed set

Game Designers' Workshop

Airlords of the Ozarks, Twilight: 2000 module



Energy Curve, Traveller: 2300 module
Beanstalk, Traveller: 2300 module
Kafer War, Traveller: 2300 module
King's Ransom, Traveller: 2300 module
Darians, Traveller module

Nova Game Designs, Inc.

Samurai, Lost Worlds
Ninja, Lost Worlds
Gargoyle, Lost Worlds

The Avalon Hill Game Company

Land of Ninja, RuneQuest adventure

Games Workshop US

Citadel Collector Series, miniatures
Bugman's Dwarf Rangers, miniature set
D & D Red Dragon, miniatures
Kaleb Daark, miniature
Night Horrors, miniature series
Goblin Wolfriders, miniatures
The Enemy Within, Warhammer RPG
Nightmare Legion, miniatures
D & D Green Dragon,

Strategic Simulations, Inc.

Realms of Darkness, Apple computers

Repeating our offer from last issue.

Lou Zocchi, the inventor of the 100 sided die, is interested in compiling a book of uses and tables for your 100 sided die. He's asked the readers of *Space Gamer* to help. To help motivate your thinking, there are three 100 sided dice to be won. Send your ideas for tables and uses to D100 c/o the Space Gamer. We'll pass along all your suggestions and give away three D100 to the people having the most useful ideas on the die.

Astute readers will note that there is no deadline mentioned. The deadline is October 1, 1987. The winners will be announced in the November/December, 1987 issue.

Reality Simulations, Inc., the folks who run **Duelmasters** and **Hyborian War** play by mail games, now have a customer service telephone number, (602) 967-7979.

Dr. Ruth's Computer Game of Good Sex is available for IBM-PC, Commodore 64/128, and the Apple II series home computers from Avalon Hill for $29.95.

Electronic Arts announced a Commodore 64/128 version of **Moebius**, a fantasy adventure game set in a martial arts environment. It retails for $39.95.

Quizam, a home computer game for the Commodore 64/128 and Apple II series from Electronic Arts, is set in space. The player must capture and disable malfunctioning satellites. Gaining access to the satellite involves answering trivia questions. $29.95 is the retail price.

Software Golden Oldies is

available from Electronic Arts for the Atari ST for $34.95. **Software Golden Oldies** includes the games **Adventure, Eliza, Life** and **Pong**.

Electronic Arts is distributing **Computer Scrabble** in the United States. The game is available for the Commodore 64/128 for $32.95, and the IBM-PC for $39.95.

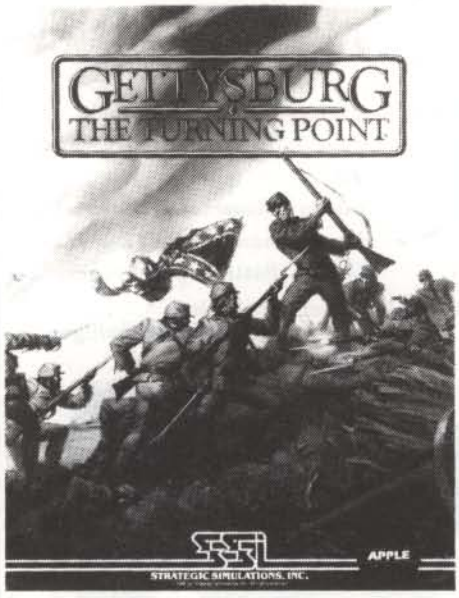
Electronic Arts announced that Game Designers' Workshop (GDW) has joined the company's line-up of affiliated labels. Electronics Arts is distributing **The Battle of Chickmauga** and **Rommel Battles for Tobruk** by GDW. The games are available for Commodore 64 and Atari 8-bit computers for $39.95.

Reluctant Publishing, Ltd. is the new publisher of **Stardate** magazine. They plan to publish adventures, articles, book and game reviews about science fiction gaming. **Stardate** supports FASA Corp. products. Editorial address is 7732 Auburn Rd., Utica, MI 48087.

All you **Star Fleet Battles** players, **Captain's Log #4** from Task Force Games, includes the consolidated addenda thru **Nexus #17.**

Strategic Simulations, Inc. (SSI) introduced a line of classic games that retails at $14.95 for the IBM-PC, Apple II series, Atari and Commodore 64 computers. The classic games offered are **Combat Leader, Computer Baseball, Computer Bismark, Cytron Masters, Eagles, Fortress, Galactic Gladiators, Gemstone Warrior and Warp Factor.**

Strategic Simulations Inc. (SSI) announced the release of **Wargame Construction Set** for Atari and Commodore computers. The game also features eight pre-designed scenarios and sells for $29.95.



In the conversion department, SSI announced that **The Battle of Antietam** ($49.95) and **Gettysburg: The Turning Point** ($59.95) are available for the IBM-PC. For the MacIntosh, there's **North Atlantic '86** and **Computer Ambush**, both for $59.95.

Flying Buffalo announced a new Special Interest Group (SIG) on the Source Information Network. The SIG offers a list of game and science fiction conventions around the country, news from and about game manufacturers, and a bulletin board. For more information write Flying Buffalo, PO Box 1467, Scottsdale, AZ 85252.

Flying Buffalo announced the acquisition of **Illuminati** play-by-mail game. The game is based on the card game **Illuminati** by Steve Jackson Games, Inc. For more information contact Flying Buffalo, PO Box 1467, Scottsdale, AZ 85252.

Gary Gygax, the co-creator of **Dungeons & Dragons** , announced the formation of a new company called New Infinities, Inc. headquartered in Lake Geneva, Wisconsin. Look for their products around May. The company plans a line of role-playing games and accessories, other games, books and game books.

TSR, Inc. announced that it purchased all shares of the company owned by Gary Gygax. TSR, Inc. retains all trademarks and copyrights. The company plans to continue to support existing product lines while developing new products and licensed properties.

GURPS players, Steve Jackson Games, the publisher of the game, prints a newsletter called *Roleplayer* that is filled with material you need. The November issue has all the latest errata. To get on the mailing list, write to Steve Jackson Games, Box 18957, Austin, TX 78760.

Nova Game Designs, Inc. announced that *Cold Drake, Man in Plate, and Lizardman* for the **Lost Worlds** gamebooks are back in print.

The **Laser Tag Official Live Action Game Handbook** published by TSR, Inc. contains safety rules and tips and games to play with your light gun. Look for a hardback manual on the planes for the **AD&D** game in the summer.

Games Workshop US announced new releases in the Citadel paints line. Also look for new boxed sets of the Regiments of Renown. The new sets feature all three command figures and more soldiers. The first two sets are listed above. The **Warhammer Role-Playing Game** scenario listed above is the first of six planned releases. Each will feature rules expansions and world information as part of an ongoing campaign that the scenarios comprise.

Dark Horse Miniatures announced that Bob Charette is sculpting the **Robotech** line of miniatures and Julie Guthrie is sculpting the **Price of Freedom** figures.

TWO NEW GAMES

From Schubel & Son Inc.

SIEGE AMERICA

WAR 1940

Siege America and War 1940 are both battalion-level, correspondence war games. Both games follow the tradition of Global Supremacy. These games are two sided with 15 players per side. It is very important to work together with the players on your side.

In **Siege America** each player begins as the leader of an army in a war between American forces and Communist forces. The Communists are attempting an invasion of the Continental United States sometime in the near future after a major breakdown of American military and economic power.

In **War 1940** each player begins as a general of an army in the beginning of World War II. It is the Allies vs the Axis in a game that covers the entire war, both the European and Pacific theaters of operation.

A New Price Structure

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SHIPS OF THE GALAXY

Stiletto Class Yacht

By Gary Reilly

Every small troupe of **Traveller** adventurers needs to be mobile, to be able to travel among the stars. One just can't depend on the commercial starliners, especially when speed is of the essence and you need to leave at odd times. Sooner or later, owning your own starship becomes a necessity.

The Stiletto Class yacht may be just what you ordered. Although it displaces a mere 100 tons, this starship provides ideal transportation for small parties of wanderers.

The Jump Drive (JD) sits piggyback atop the main structure. A Jump-2 capability provides reasonable intersteller mobility. The Tandem Starrunner Class B Maneuver Drives (MD) generate a maximum acceleration of 4 g's, enough power for most situations. Fuel scoops (FS) allow for emergency refueling by skimming unrefined material from gas giants.

The Stiletto may accommodate up to six adventurers. The three double occupancy cabins (C) offer comfortable inflight living quarters. These staterooms, a communal fresher (FR) and a galley (GAL) cluster around a small, but functional common area. A ship's locker (L) may hold a variety of equipment including weapons, maintenance tools, etc.

This compact ship requires but a single crewman for its operation. All systems are controlled from the forward pilot's bridge (B). The ship's avionics (AV) and computer (CP) may be accessed from this area. A reinforced iris valve allows the bridge to be isolated from the rest of the ship if necessary.

Ship's defense centers on a single weapon turret (T) mounted in the nose of the craft. Fire control (FC) is located on the bridge. In the model pictured, the hardpoint sports a triple weapon system consisting of the universally accepted combination of pulse laser, missile rack and sand caster. The turret is operated remotely from the bridge.

Up to 12 tons of cargo may be carried in the hold (CH) located behind the crew's quarters. This represents a rather large capacity for a vessel of the Stiletto's size. An external ramp in the hold's deck may be lowered to facilitate the loading of cargo. The cargo bay is available for other duty as well. Several temporary staterooms can be installed to increase the ship's passenger capacity, or house an aircar in the bay for planetside transportation. Any such conversions would increase the ship's construction price.

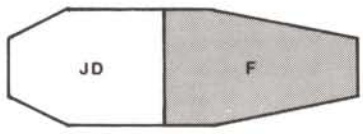
The starboard airlock (AL) forms the primary access to the vessel. In addition, the small engineering section at the rear of the cargo hold contains an iris valve set in the deck. This compartment may be decompressureized, doubling as an auxiliary air lock.

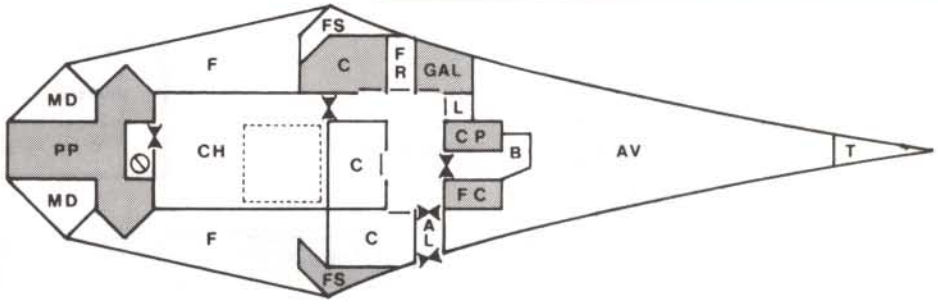
Technical Specifications

Length: 48m.
Beam: 15m.
Displacement: 100 Tons
Hull Configuration: Needle/Wedge
Atmospherically Streamlined
Star Drive: Sheldon Lightjump A-10
Max Jump 2
Maneuver Drive: Tandem Starrunner
Class B
Max Acceleration 4g.
Power Plant: Fuseli Pulsar Mod B
Power Rating 4
Fuel Capacity: 24 Tons
Avionics: 20 Tons
Computer: Starmind Model 1 Bis
Fire Control: 1 Ton
Quarters: 3 Crew Cabins
Ship's Armaments: 1 Triple Turret
Cargo Capacity: 12 Tons
Crew Roster: 1 Pilot/Navigator
Auxiliary Vessels: None
Construction Costs: 45.7 MCr
Naval Architects: Morgardi Shipyards
Universal Ship's Profile (USP):
Y - Stiletto
Y-11122A1-010000-10001-0
Passengers=5, Cargo=12,
Fuel=12, EP=4, Agility=3

DECK LEGEND

AL -	Air Lock	FR -	Fresher
AV -	Avionics	FS -	Fuel Scoop
B -	Bridge	GAL-	Galley
C -	Stateroom	JD -	Jump Drive
CH -	Cargo Hold	L -	Ship's Locker
CP -	Computer	MD -	Maneuver Drive
F -	Fuel	PP -	Power Plant
FC -	Fire Control	T -	Turret





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THE JEWEL THIEF

A Non-Player Character Encounter For Champions

By Michael DeWolfe

This is a short scenario intended to fill into adventure as a beginning or an end. The scenario may have nothing to do with a larger adventure, other than to break the monotony. It is suitable for characters that are built on less than 200 pts. The scenario is especially suited for crime fighting heroes.

Player Information

A burglar is climbing his way up a side of the Grand West Hotel. He is dressed in black and is carrying a partially empty backpack. When he reaches the 14th floor, the thief successfully deactivates the security system at a window and then opens it. Upon entering, he goes over to a picture on the wall of this bedroom and takes it down. Behind it is a small safe. He attempts to open the safe and and steal its contents; money and jewelry.

Referee Information

The preceding paragraph describes the plot of the scenario, up to the latest point where a superhero could enter into the plot. The superhero could sight the burglar while on a normal tour of the city or while the character is playing civilian for the night. Whatever the beginning, the superhero encounters the thief before he completes the robbery.

Once the thief is confronted, he will try to flee. He would attempt to Move Through or Move By to get away. The burglar is an egotistical weasel, so the last thing he wants to do is fight or be caught. To escape, he'll use the window, not the door. If cornered, with no way of escape, the thief will attack with his Martial Arts or his knife. The knife is concealed in an inside coat pocket. The room is dark, so both groups make attacks at -1.

If the thief gets out the window he'll climb down the rope. If the superhero follows him he leaps from his lines and traverses a full eight inches before gliding. The thief would next glide to the ground and attempt to escape on foot.

The burglar is not going to give up, even if he is shown that the superhero is definitely superior. So, the character has to subdue and hold the thief before taking him to the authorities. He is going to use any means possible to evade capture. The hero may not find this criminal easy to catch.

When the thief is captured he'll be spouting obscenities like, "You'll pay for this!" The police thank the hero for his work and take the thief away.

The Thief and His Story

The thief's name is Eric Smith. His story is typical of his type. He started out on the wrong side of the tracks. Until his teens, he was just a gutter kid. He soon found that being a criminal was easier than honest work. He was able to pick up climbing, martial arts and burglary skills by the time he was twenty-seven. Now, he's a two-bit burglar whose lucky because he's never been caught.

STR 18	PRE 9	END 26
DEX 16	COM 10	STUN 25
CON 13	PD 7	OCV 8
BODY 9	ED 3	DCV 8
INT 9	SPD 4	ECV 3
EGO 8	REC 7	PHA 3, 6, 9, 12

POWERS & SKILLS

ENHANCED VISION +2
ENHANCED HEARING +2
GLIDING +8 inches
SUPERLEAP 8 inches
CLIMBING 14-, 6 inches
SECURITY SYSTEMS 14-
MARTIAL ARTS 2 X DAMAGE
STEALTH 13-
ACROBATICS 15-
KNIFE 1 and 1/2 D6 HKA

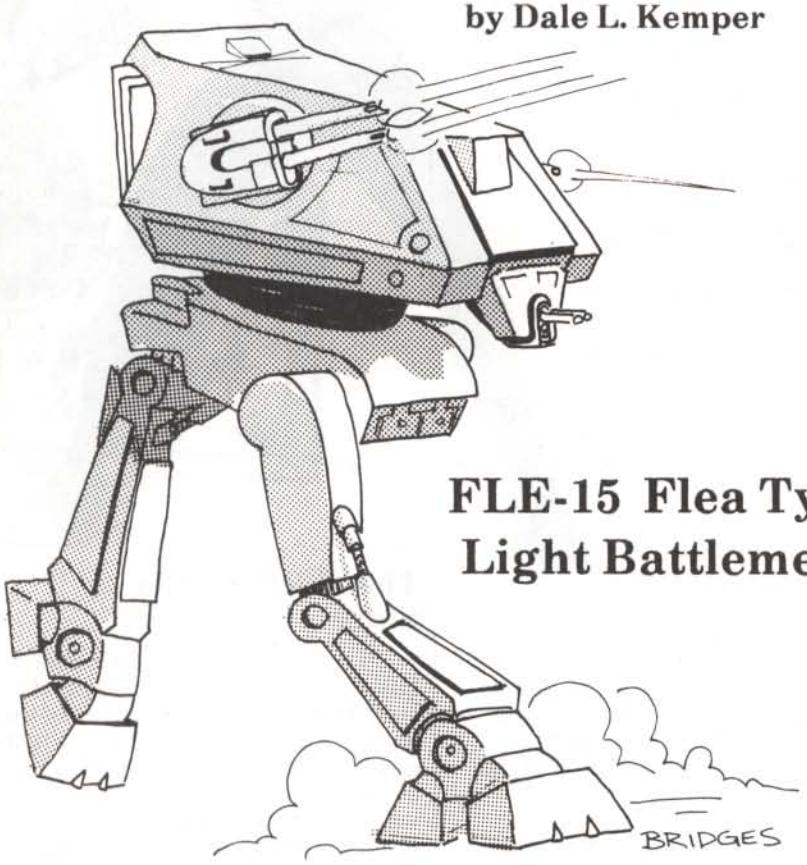
100+ DISADVANTAGES

VERY EGOTISTICAL
HUNTED BY POLICE 11-

CHA COST (39) + POWER COST (106) = 145, DISADVANTAGES = 100 + 45

TECHNICAL DATA READOUT

by Dale L. Kemper



FLE-15 Flea Type Light Battlemech

This is the first of a series of write-ups for the Ral Partha BATTLETECH miniatures. These are **not** *official FASA Corp. approved statistics.*

OVERVIEW

The FLE-15 Flea Type Light Battlemech is one of the older recon vehicles in the Succession States' forces. First produced in 2521 A.D., the Flea was one of the first massed produced 'Mech models in the old Star League. Old League records show that over 250,000 of these 'Mechs were constructed before the rise of the Successor States. The best estimates calculate that somewhere over 10% of these 'Mech are still in operation today. Currently, the Flea is out of production, being superseded by newer or heavier Scout 'Mechs. It is still a favorite of some MechWarriors, however, and no less than four popular versions can still be seen on battlefields throughout the Known Sphere.

The main mission of the Flea is reconnaissance. With its nearly nonexistent armor and light weapons it must rely on its great speed to avoid situations in which it would easily be destroyed. The Flea is also used as an infantry buster, being able to screen heavier 'Mechs from pesky foot soldiers and their armored vehicles. The large number of light weapons on the standard version of the Flea aid it in its mission, and its great maneuverability insures that it

Mass: 15 tons
Chassis: Earthwerk FLE
Power Plant: Magna 135
Cruising Speed: 92.3 Km/hr.
Maximum Speed: 145.9 Km/hr.
Armament: One Diverse Optics Type 15 Medium Laser
Two Diverse Optics Type 10 Light Laser
Two Browning 57B Machine Guns
Main Manufacturer: Earthwerks, Inc.
Communications System: Neil 5000
Target & Tracking System: RCA Instatrack Mark V

BATTLETECH Game Stats

Type: FLE-15 Flea	Tons
Tonnage: 15 tons	20
Internal Structure: 1.5	1.5
Engine: 135 Magna	4.5
Walking MPs: 9	
Running MPs: 14	
Heat Sinks: 10	0
Gyro: 0.2	0.2
Cockpit: 3	3
Armor Factor: 32	2

WEAPONS and AMMO

	Int. Structure	Armor Value
Head:	3	5
Center Torso:	5	5/2
Rt./Lt. Torso:	4	3/1
Rt./Lt. Arm:	2	1
Rt./Lt. Leg:	3	5

Type	Loc.	Critical	
Medium Laser	RT	1	1.0
Small Laser	CT	1	.5
Small Laser	CT	1	.5
Machinegun	LT	1	.5
Machinegun	LT	1	.5
Ammo (MG) 200	CT	1	1.0

rarely gets caught unawares.

CAPABILITIES

The Flea Type Light Battlemech is extremely fast and maneuverable. In open terrain it is one of the fastest 'Mechs yet created. These movement abilities help the Flea avoid heavier 'Mechs it could not hope to defeat. Its armament is designed for short and medium ranges only. Thus, care should be taken to avoid long ranged fire fights due to the fact that the Flea cannot reply. The Flea's main anti-Mech armament is its single Diverse Optics Type 15 Medium Laser. Its small laser and machinegun armament has too short a range to effectively reply to 'Mech attacks. Experience has shown that any 'Mech battle in which the Flea is close enough to use her small arms against an opponent usually results in a disabled Flea. Only against infantry and their lighter armored vehicles can the Flea ever act offensively with much of a chance for success.

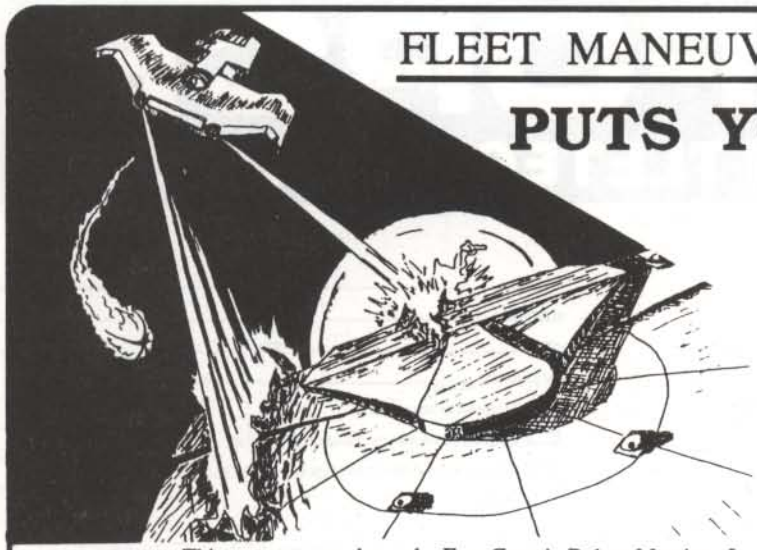
BATTLE HISTORY

During the First and Succession Wars Fleas were used extensively as scouts and infantry screens in almost every engagement of the conflict. Their losses were tremendous, however. In the Battle of Pohlan in 2794 fully 80% of the 300+ Fleas that were used by the House Kurita and Devion forces were destroyed in the two month campaign. More cautious tactics have prevailed in the centuries since those conflicts, and no other MechWarrior pilot has learned to be more cautious than those operating Fleas.

More recently, during a bandit raid on the planet New Riga in 3995 A.D. by Hendrik III of Oberon VI a recon lance of pirate Fleas was able to lead the defending 'Mechs away from their defense point and into an ambush. The Fleas were easily able to outdistance their lumbering opponents until Hendrik's heavy 'Mechs were able to get behind the defenders, overwhelming them.

VARIANTS

There are four popular versions of the FLE-15 Flea in operation today. All essentially change armament to give greater armor



This great art was drawn by Fore Captain Robert Morrison Jr.

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These Donnz Captains were drawn by First Captain Mats Orhman of Likoping Sweden

values. Type A is the Standard Model as noted above. Type B is the anti-infantry models and adds two additional Browning machineguns in place of the Diverse Optics Medium Laser. This type has the same armor values as the Standard Model but is prone to rapid MG ammunition consumption when in extended combat. Type C drops all the machineguns and adds an additional Diverse Optics Medium Laser while increasing the armor (to 48 points). There is a slight heat buildup problem with the Type C, but with caution, it usually poses no problem. The Type D version strips the Flea of all but its inherent twin small lasers in the center torso and adds the maximum amount of armor to its skin (64 points). This increases its staying power on the battlefield but essentially turns it into a noncombatant scout vehicle.

NOTABLE USERS

There have been many notable MechWarriors who operated Fleas. One of the more famous is Lieutenant Anton Brisbane of the 21st Marik Militia. During a raid by forces of House Kurita in 2992 A.D., Lieutenant Brisbane, in a berserker rage after seeing one of his lancemen killed when her Flea exploded nearby, charged the attacking Kurita Phoenix Hawk at full speed. His Flea was very difficult to hit as it ran toward the medium 'Mech. No one could understand Brisbane's tactic since the enemy was fully three times his size. Finally, the Phoenix Hawk pilot was spooked and began to withdraw toward a supporting lance. At that moment Brisbane's Flea smashed into it, neatly clipping off the right leg at the knee actuator. The Phoenix Hawk began to topple over as the pilot ejected, and ran toward the other Kurita forces. Lieutenant Brisbane's Flea was entirely demolished in the collision but he was removed unconscious from the wreckage. He needed a bionic left arm and right eye. He was offered the repaired Kurita Phoenix Hawk as a reward for his foolish bravery but insisted on going back into his recon lance with a new Flea. His wish was readily granted.

PLEASE NOTE! Ral Partha Enterprises offers a fine line scale model of the FLE-15 Flea in their extensive BATTLETECH miniatures line (Catalog #20-805). Check them out at your local gaming supply store.

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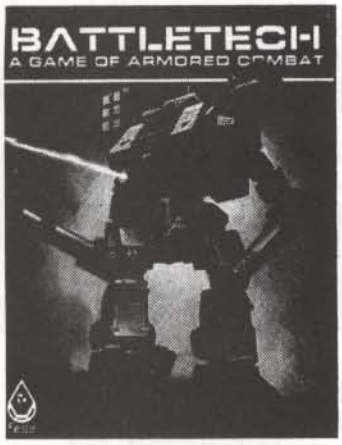
Infotech on BATTLETECH

By Scott Tanner

Feeling overwhelmed by the number of products for mechwarrior gaming? Here's a survey of FASA Corps. BATTLETECH products.



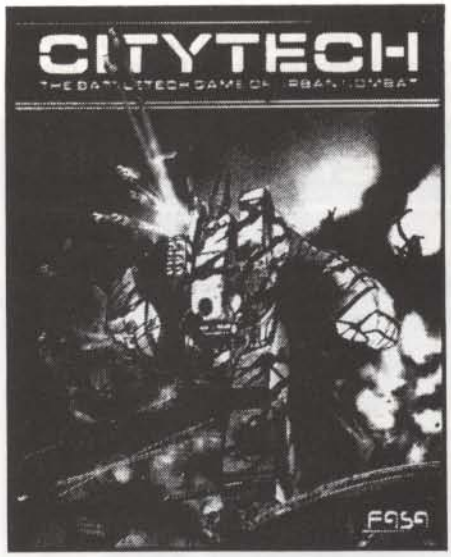
What's it like to pilot a huge, lumbering robot grinding its way across a rusting wasteland hell-bent on the destruction of another lumbering machine bent on your destruction? It's easy to find out: Go to your nearest hobby store and pick up a copy of FASA Corporation's **Battle-tech**. More than just a game of tactical machine to machine combat. **Battletech** is a comprehensive system involving various aspects of conventional tanks, artillery and infantry together with air to ground, air to air, and space to space combat, along with a fine role playing system added in. The game system itself is very easy to learn, and is suited to perform spur of the moment slugfests or highle technical battles. Let's take a look at the various products available and what they offer.

The first game of the series is called, appropriately enough, **Battletech**. For someone interested in the subject matter, this game is a must, for it contains all of the rules necessary to play (an important aspect). **Battletech** contains two levels of play, beginner and advanced. The basic rules are more of an introduction to the movement rules than the actual game itself. The combat system explained in this section has nothing to do with the system used in the rest of the game and are therefore better ignored. The movement is important, however, and once that's learned, the players are advised to skip straight to the advanced rules. Moving your multi-ton 'mech is an easy process of walking and running modes, and a few of the more talented individuals have a third movement called jumping, which is as close as you can come to flying without actually doing any flying.

Once walking and running has been mastered, one must learn the art of blowing things up, which is the reason you're out there walking and running around in the first place. **Battletech's** combat system is a simple and clean one. A base die roll modified by range, movement and cover to see if you hit, and one to see where you hit about sums it up for the firer. Each 'mech is divided up into hit locations, each with its own protective layer of ablative armor. Hits on a location wear away the armor and then proceed inward to damage what's inside (pilots don't like this part at all!). Weapons in the game range from low tech machineguns and flamethrowers to missle racks, various and sundry lasers, autocannons and the really nasty projectile cannon (or just "ppc"). Each weapon does a fixed amount of damage depending on its type, so you don't have to wonder whether your heavy laser is going to punch through your opponent's armor or just roast a few marshmellows. Fighting isn't limited to only taking potshots at your opponent. Punches, kicks, charges and the like are all within the scope of the game (don't expect 'mechs to move around like Ninjas, but placing a good, swift kick to someone's afterburner can be quite fun!).

Running around and shooting up the countryside may be fun, but with a little fun comes the price to pay; heat. It gets really hot inside a 'mech, what with sitting on top of an aging fusion reactor, firing all those weapons. In the middle of a firefight the temperature can go from very hot to really very hot in no time at all. Each 'mech is equipped with a battery of heat sinks which almost, but not quite, get rid of all the excess heat. Building up too much heat tends to cause problems, like having the reactor shut down, the fire control sensors get a bit hazy, or something really inconvenient like the ammunition blowing up. Moderation proves to be quite useful when piloting a 'mech.

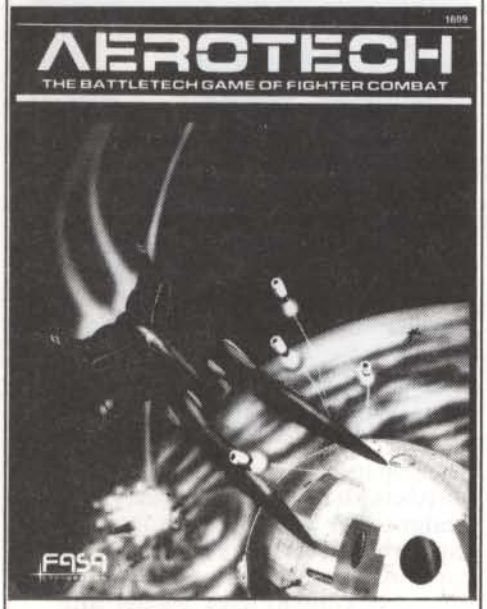
The game rounds out with statistics for the various standard 'mech, ranging from the small but fast LOCUST to the ultra nasties like the 70 plus ton MARAUDER and WARHAMMER. There are also rules for situations like; a WARHAMMER is standing in a grove of trees to your left and you can't seem to be able to zap him fast enough. What do you do? Easy. Start a fire in his nice, little protection (WARHAMMERS are notorious for their ability to generate vast amounts of excess heat) and give him a hotfoot. Fire setting rules and terrain conversion are only some of the optional rules included. **Battletech** is a good game which stands on its own, but lacks in two important areas which the next two supplements cover; warfare in an urban environment and air combat.



The next game in the **Battletech** series is expressly designed for those liking a more "suburban" feel. **City-Tech** contains all of the rules for advanced combat with 'mechs, and contains specialty areas for urban combat. Complete rules for using various prepositions (IN the building, ON the building, BEHIND the building...) in accordance with city obstacles is explained, along

with line-of-sight, damage to structures, what to do if you are IN a falling building) and "let's see what happens if we set the building on fire" to make it all-in-all a very useful addition indeed.

Another important aspect of **CityTech** is,the addition of advanced rules for use with conventional forces, i.e; tanks, artillery and infantry. Tanks come in a variety of shapes; tracked, wheeled or hover. They basically use the same move and shoot rules that the 'mechs use, and tend to be a little less mobile than their legged adversaries. Artillery tends to be the "direct fire" sort and more comprehensive indirect fire rules are to be found in the role playing supplement to be mentioned later. It is in **City Tech** that infantry come into their full potential. Standing around in open country and getting slaughtered seemed to be the poor infantryman's lot until **CityTech** came out. Walking through a city can be one very unpleasant experience for a mechwarrior when he turns a corner and suddenly finds a hail of fire coming at him from both sides of the street. Infantry in buildings can be quite formidable, and their firepower at the short ranges experienced in a city fight or be more than enough to cripple or destroy any 'mech that doesn't leave the vicinity FAST!



AeroTech is the next in the series of **BattleTech**. It differs from the previous two games in that it presents a new system for handling space-to-space and air-to-air combat. The game stands on its own as a tactical game involving the huge dropships which carry 'mechs to the surface of a planet and the aerospace fighters designed to stop them. The game is played on a map consisting of a generic planet and moon configuration, with a "vector" symbol gravity well surrounding the whole. Each dropship and aerospace fighter has a thrust ration with which it may control its movement around the board. Coasting and gravity are taken into account, as well as fuel and the ability of a craft to perform high-gee maneuvers without breaking up. The actual mechanics of dropping a 'mech from orbit is kept very abstract, and I am a little disappointed at not having a little more detail here. Combat within the atmosphere of a planet is also a little vague, and a bit more detail would have been nice. **Aerotech** also contains a rules interface section dealing with incorporating atmospheric fighters to a land based action as ground support, and this makes up a little for what would otherwise not prove to be a good investment for a player interested in mainly the land based aspects of the **BattleTech** system. There are also rules for the creation of land-air 'mechs, or LAM's. These triple-changing 'mechs are a combination of both plane and robot, and tend to make very effective high speed recon craft (gee, I wonder where they got the idea for that...). All in all, **AeroTech** is a nice game, but is certainly not necessary for the system as a whole. One nice side note, however. **AeroTech** contains rules for designing your own aerospace fighter, following in the footsteps of the **BattleTech** and **CityTech** games, which contain design sequences for 'mechs and armored vehicles.

Now we come to a completely different aspect of the **BattleTech** system; role-playing. **Mechwarrior** is the role playing supplement designed to really get players into the seat of a giant battle machine. **Mechwarrior's** generation system is a points allocation system, instead of the usual die rolling used by most roleplaying games. Each player has the usual characteristics like strength and dexterity, and also a number of skills based partly on the background of the character. Skills range from such physical ones as brawling to more esoteric ones such as land management.

Mechwarrior has a very comprehensive combat system which works quite well, and uses a hit location system for allocating wounds a character suffers, rather than a mystical hit point total. The rules contain a very detailed section of what to do once you've been hurt in one of those locations, what sort of aid you're likely to receive, and how you're going to feel afterward. The rules also have a very nice section on integrating the game with **BattleTech** and the other games, and contains the previously mentioned rules on how to conduct offboard artillery bombardments. Then there is the appendicies. These are sections devoted to information on the state of technology, the five major houses ruling space in the **BattleTech** world, and the various personas involved. Included as a bonus are nifty color pictures of various House uniforms, equipment, vehicles, and of course, the 'mechs. I found this supplement very useful, for not only did it provide a roleplaying side to the game, but the background material was useful in setting up scenarios and the like.

This particular product I highly recommend.

Next on the list of **BattleTech** products is the **BattleTech Technical Read-out**. This is a nice thick book done in the "Star Wars" sketch-book style. It contains a plethora of 'mechs, vehicles,

(continued on pg. 49)

SPACEGAMER
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IS BACK

Space Gamer / Fantasy Gamer magazine is returning well in time for Christmas, and with so much to herald, we want to make sure you get the right gift! Space Gamer magazine has been published for eleven years, and has served Science-Fiction and Fantasy gaming fans faithfully through the years. It is a magazine with a long history, an outstanding reputation, and now it's having a glorious rebirth.

The new Space Gamer / Fantasy Gamer magazine will be appearing in stores and mailboxes throughout the land by December. Issue number 77 will mark a new era of creativity for one of the longest-published magazines in the hobby.

The new Editor is Anne Jaffe, formerly of Game News magazine. Anne is not only one of the industry's most qualified (and esteemed) editors, she is also energetic, organized, devoted, punctual, and has a great eye for the details that make all of the difference in a quality magazine product.

The new Art Director is Vince DeNardo, currently Art Director for both Fire & Movement and Computer Gaming World magazines. Vince is giving Space Gamer / Fantasy Gamer a new look, dynamically improved over previous issues, and an advance for all magazines of this genre.

Even the publisher is giving you more with the new Space Gamer / Fantasy Gamer. An increase in size from 48 to 64 pages (while still keeping the current cover price) is one heck of a fine gesture. They're not stopping there, however, because this notice also includes the following new subscriber deal:

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ON THE HOUSE

Popular House Rules For BATTLETECH

By Stephen Fuelleman

BattleTech, by FASA, Corp. is an interesting and popular game involving huge war machines (sort of a tank with legs) and open field battle in a fantasy world of the far future. Even without the role playing rules found in the **Mechwarrior** supplement, the game is quite playable and a lot of fun. Its only real drawback is that it takes too long to play. This article includes a few popular house rules intended to speed up the game and give more options to the players. These suggestions are contributed by Chris Carleson, Raymond Loh, and the lunatics at the Cal State Fullerton Game Club.

New maneuvers:

In **BattleTech,** each mechanical warrior, called a Mech has the movement options of walking, running, and jumping. Movement is plotted in map hexes, counting each hex as one point of movement, and each course change as one point of movement. This means that turning your mech one sixth of a circle (one face on a hex) is the same as moving one hex. To speed movement slightly, some people allow the mech to move sidewise, as well as forward and backward. This maneuver requires a dice roll vs pilot skill, with failure meaning that the mech has fallen. By saving the movement points that would have been used making the complex turns involved, mechs can get into position in fewer turns, making the game proceed faster.

Consider this unusual maneuver: Crawling. A crawling mech can move at one half normal walking speed, and can't sidestep. The advantage to this is that it also can't be seen if it is moving in shallow ("Level One" water, or hiding behind high trees or low mountains. Forest cover is upgraded by one, making light trees act as medium, and medium as heavy. It isn't possible to crawl in heavy woods. This adds the element of surprise to the game as it is possible to hide. Of course, if someone does get a clear shot at you, it is treated as if you were a prone target. To keep such unseen mechs' position a secret, the owning player writes down his mech's movements, position and direction, removing the miniature from the board until someone spots it. This takes trustworthy players, of course.

Multiple attacks:

The **BattleTech** rule book implies that each weapon can be fired only once in a round: It does not explicitly state this. This oversight is corrected in the **Mechwarrior** supplement but allowing repeat firing of some weapons can take hours off of a large battle. It would be illogical to think that a weapon system with any kind of mechanical feed could fire any faster than once a round, but energy weapons might. Consider allowing PPCs (a sort of laser cannon) and heavy lasers to fire twice a round, medium lasers to fire three times a round, and light lasers may fire up to four time a round. If a mech goes into positive heat in a round where a weapon was mutiple-fired, a critical hit roll should be made against every weapon that multi-fired, to see if it burned out. All attacks with a weapon must be against the same opponent. This would speed up the battle without disturbing the game balance.

Called shots:

The **BattleTech** game tracks armor and damage by hit location, shot placement being randomly rolled. That means that two mechs standing face to face could fire point blank, and have absolutely no control where they hit each other. Consider allowing some slight control of shot placement, based on how solid the hit was. If a hit was rolled at least two points better than the number needed to hit, than the attacker could modify the hit location by one from the one rolled on the dice. This modification would never be allowed to make a shot go to the head, of course, nor could it move a hit to a location that normally could not be hit from that current angle. The game uses different hit location tables for front, side, and rear attacks. You can only move to locations that appear on the table you rolled the location on. A center torso hit could be modified to left or right torso. Left or right torso shots could be modified to center torso, arms or legs. Arm or leg hits could be modified to side torso hits.

A variation of this rule would require the attacker to declare the intent to place a shot before the shot was rolled. If the hit was made (two points better than needed), than the shot location could be modified as noted above. If the location was missed, or was not two points better than normally needed to hit, than the shot was missed entirely. Some people might not allow this for long range weapons, or even restrict it to short range weapons only. This is up to the players and the referee. By allowing this slight amount of control in aiming weapons, it becomes possible to concentrate on weakened areas, which ends battles sooner.

Construction ideas:

Wouldn't it be nice if you could repair your mech's armor in the field? One way to do this is to build a shield plate on one of your mech's arms. This shield would cost you one and a half times as much as the straight armor (in all respects, tonnage included), but could be held so as to cover a damaged torso area (front or rear). When not in use it

has no effect on the game. When in use, you would be able to use the arm with the shield, or any of its weapons (use being declared after the movement phase of each round). It would be expensive, but could give you that extra bit of armor right where you need it.

New combat sequence:

This variant of the system is called the Perpetual Movement system. Instead of turns being divided into distinct firing and movement phases, try dividing them into two general purpose action phases. On your action phase you may move or fire, but not both. Movement penalties are based on what you and your target did on the last action phase. Cooling is taken at one half per action phase., with "Torso Twist" maneuvers available at the beginning of any action.

Mechs could turn in place during a firing phase, but suffer the attack penalties as if that had been actual movement: Mechs shooting at you don't have that penalty, since your location hasn't changed, just your field of fire.

By allowing mechs to spend several consecutive actions on movement, getting into position on the board takes less time, and consecutive firing sequences make the actual combat run more quickly also. Actions are taken in the normal way, alternating between teams, but initiative is less important.: You will not be able to shoot from an opponent's blind spot so easily since they will have an action between the time you move and the time you fire. They could tun around or move away. The overall effect is to allow more strategy and less blind luck in the game, and eliminate time wasted on unused phase.

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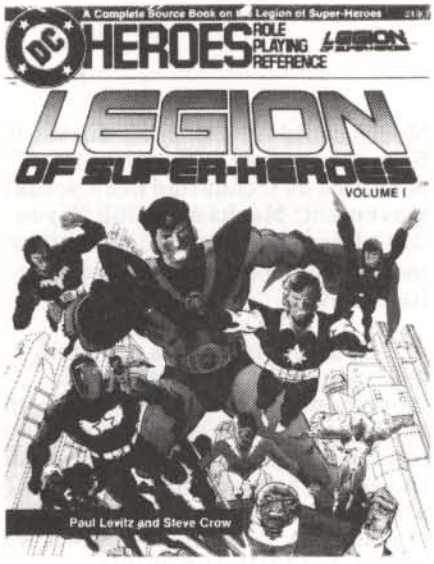
Legion of Super-Heroes Source Book: Vol. 1
Reviewed by: Michael R. Jarrell
Published by: Mayfair Games, Inc.
Designers: Paul Levitz & Steve Crow
Price: $10.00
Complexity: Moderate
Rules Clarity: Good
Graphics Quality: Excellent

All you **DC Heroes** fans out there watch out! There's a bright, new product on your horizon. And, NO, I'm not talking about the **Ambush Bug Adventure**. I'm here to rant and rave about the **Legion of Super Heroes Source Book 1**, by Paul Levitz, Steve Crow, and Mayfair. It's GOOD! Despite the inconsistencies, errors and omissions. Rao knows there are enough of them. But the single fact that this supplement is dedicated to the biggest, baddest, and best hero group in the DC Comics lineup overshadows anything that could possibly be wrong with it.

Those of you who are familiar with the **Legion of Superheroes** are going to recognize the name Paul Levitz. He writes the Legion and he's been doing it for quite some time now, too. But I can't help but feel that Levitz didn't do a great deal of work on this project, past the development stage. Here's a man who has in his possession the LSH handbooks. These handbooks contain all the secret knowledge of what has happened and what will happen. Yet, the mistakes that do appear in the source book are blatant. No LSH fan would miss them. Levitz certainly should not have done so. But I won't bother to try to lay blame. The mistakes are there and they're obvious to LSHophiles. But I will point them out to you.

What's the one thing you always find in the gaming product? Always. Typos and grammatical errors. Well, the LSH source is no exception to this. In certain places it seems as if the writers were rushing to dinner and just threw a paragraph together with whatever words were available. I, as a longtime LSH fan, am disinclined to believe that Garth's (Lightning Lad) "greatest


A Complete Source Book on the Legion of Super-Heroes
DC HEROES ROLE PLAYING REFERENCE
LEGION OF SUPER-HEROES
VOLUME I
Paul Levitz and Steve Crow

tragedy" was Irma's, (Saturn Girl), giving birth. That's one type of mistake you're likely to find. But for the most part the mistakes that were made were in the characterizations, origins, powers, and skills.

Let's look at some of the characters and I think you'll see what I mean. Phantom Girl: They mention her extra-dimensional phasing powers in her origin yet they don't bother to state the power. Rond Vidar/ Brainiac 5: Both of these characters are credited with the creation of the original time machine. Actually, Vidar is the creator of the original Time Cube. Colossal Boy: The writers actually left out Density Increase. It has been mentioned in the series that he has DI. Superboy: Here's where the writers out did themselves. Superboy has always been one of my personal favorites and this version is no exception. It's perfect. Except for one "minor" detail. Superboy's status isn't reserve. It's deceased.. Ultra Boy: Another All time fave done to a T. But who's this Reflector person? Ultra Boy was, at one time, a character called Reflecto, (no R on the end). A shameful typo that's repeated throughout the book. Sunboy: No skills!?! Sorry guys. Sunboy is one hotshot physicist. And charismatic to boot. Cosmic Boy and Magnetic Kid both have limitations on their powers involving heat. Logical enough since heat causes magnetism to weaken. But the temperatures listed are low. According to them there's no way that Coz or his little brother could use their powers at the beach or on a nice, summer day. And the Karate Kid's origin it states that Kirau Nezumi was the Black Dragon. Kirau Nezumi is the Sensei, Vals adopted father and teacher. It's fairly obvious just by looking at Vals that the Dragon's last name was Armorr.

These are the sort of mistakes you're going to run up against. And don't bother to look for Dev-Em, my favorite bad boy hero, because he isn't there. They forgot him. One of the few surviving Kryptonians and they LEFT HIM OUT!

On page 48 you find a short section entitled equipment. Two pages. And they only put in the most frequently used pieces at that. But what really gets me is the typo that starts here. They list a super element called Inerton. The proper name is Inertron. All of this supplements typos seem to pop up only in critical places where the potential for misinformation is great.

Overall I would have to say that the designers did a credible job of writing this supplement. Mayfair Games, as the publisher, did a good job too. But they did manage to overlook a few things that could have improved this fine supplement. Character cards. Remember those sharp looking character cards in the boxed set? Nice, huh? Why didn't they do a set for the LSH? Mayfair should seriously consider publishing a set of character cards as a supplement. Publish all those characters who have appeared since the original set was printed. Maps. There is not one single map in the whole book. Not one! No HQ, no Academy. Not even a cruiser. There should have been no problem finding them since they've been published in the comics series a dozen or more times. Putting them in the second, upcoming, source book won't cut it. They should be in number one. Another thing that should have been covered, even slightly, was the 30th Century. There's just not enough background for a non-LSH fan to grasp the setting. Sure, I'll have no problems. But what about you?

The rules clarity was good, overall. And I only saw a few minor inconsistencies in the characters, (what happened to Timberwolf's superspeed?). And the Legionnaires AURA and INFLUENCE seemed a

bit low for my tastes. By Rao! Legionnaires are IMPRESSIVE! Some of the characters seem a bit underpowered to me. Most notably, the Emerald Empress, Darkseid, Timber Wolf, Mon-El and Wildfire. Maybe it's just me, but the comics portray them as more powerful than the source book.

As you can see, though, most of the errors and such, in LSH 1 are minor technical difficulties. The good in the supplement definitely outweighs the bad. By now, having read this far, you must be saying to yourself what is there that is good about this supplement, and why should you spend any money to own a copy?

Despite the glaring errors, this supplement is a gem of information. It contains all the heroes and villains that you'll need to run a DC Heroes campaign in the 30th Century. If you, and your players are already familiar with the background, that is. If, on the other hand, you are a newcomer to the field, you may experience a bit of difficulty until LSH 2 comes out next year. Another reason to buy this opus is that, as a **DC Heroes** player you'll get to really cut loose with your powers and DO something. While the Legion has a code against killing, they aren't in the least shy about using their powers. Thrashing a Khund battle cruiser or saving Medicus 1. And you'll rarely have to pull a punch when going up against super villians. Like the Legion, their foes are also tough cookies. But most of all you'll get to use your brains and imagination. The world setting is so large that you'll have no choice.

You're also going to like the new powers, additions, and combat-options presented here. They are much needed additions to the **DC Heroes** system. The Non Player Characters section is a real highlight to the rest of the book. If you don't feel like running or playing the LSH you have a plethora of characters to choose from like the Lallorian Champions, the Wanderers, the Legion of Substitute Heroes, or even your favorite Science Police person.

If you're an art lover, like myself, then you might just want to purchase the book for that reason alone. It's almost worth the ten dollars right there.

In conclusion, I have to urge you to run out to your local game store and take a look at this fine Mayfair supplement. If you like it then buy it. Bugs and all. I don't think you'll regret it. Long live the Legion!

Marvel Super Heroes: Advanced

Reviewed by: Andrew Pearson
Published by: TSR, Inc.
Complexity: Low
Rules Clarity: Excellent
Graphics Quality: Excellent

As a reader of this magazine you must be familiar with roleplaying games. You also must be familiar with an upgrading of a successful gaming system. Now TSR, Inc. has come up with an upgrading of its **Marvel Super Heroes** game.

As other reviewers have said of the original, the advanced set has realism. The realism of this set is of the intensity one would have if he or she were actually living out a Marvel Comic. A more comprehensive listing powers and talents is given in the new *Player's Book*. More exacting explanations of these features are given that can be compared to the realistic spell explanations in TSR's **Advanced Dungeons & Dragons** *Player's Handbook*. Contacts are now the replacement of Neighbors, Friends, etc. Of course, this does not mean you cannot have neighbors or friends, it just means that you can have a larger amount of each. Contacts are those who can aid you in a gainful way during a campaign (ie. support, information, equipment).

A major change is the deletion of Resource Points. It was figured that a large amount of Resource Points would be difficult to handle in numerous transactions. Replacing the points is a Resource FEAT which is rolled like other FEATs. Only one Resource FEAT may be rolled per game week and the roll signifies if such a cost purchase can be made. This limits the amount of large purchases a wealthy character may make, though. Very few other changes have been made to the rules in this set, so as to keep the simplicity in the game playing making it entertaining and exciting.

A *Judge's Book* has been included in the Advanced Set along with a larger set of character stat cards, a new set of 3-D fold-up characters and a new map. The *Judge's Book* contains very little practical information, containing mostly combat information,but it does contain a set of character stats for various Marvel characters like Wolverine, Doctor Doom, and the Kree. The character stat cards are like the original set, but there are more of them and they are more colorful.

The artwork of the Advanced Set is superb as it's done by the infamous Marvel Bullpen but it is sparse by a Marvel fan's standards. That's me.

On the basis of entertainment value, artwork, ease of playing and realism, I give this product a 9 out of a possible 10.

The problem that keeps it from receiving a 10 is that the character stats in the *Judge's Book* are by no means complete. TSR has announced that it is releasing an Advanced Set Marval Hand-book, a form of roleplaying version of the popular *Handbook of the Marvel Universe* series put out by Marvel, to solve the problem, though.

ORCBUSTERS
A Paranoia Adventure Module
Reviewed by Don Towers
by Ken Rolston
Published by West End Games, Inc.

Orcbusters follows in the vein of Clones in Space rather than Acute Paranoia in as much as it is a complete adventure, start to finish, not a collection of snippets or partially developed ideas. As one can gather from the title, West End has dared to merge fantasy roleplaying material into the **Paranoia** mythos. Whether this is a good idea is another point.

Cross pollinating genres has, in the past, turned out to benefit neither genre, as too many characteristics from one or the other area must be discarded to make the system function overall.

Orcbusters proposes to turn lose wizards against our friend the computer and its lowly trouble-shooting clones. Obviously, given the hi-tech available to our pals, the wizards are going to have to be more adept (powerful) than your normal ones to survive. Hence, they will have to be very atypical, fantasy characters. Which means that they might well have been made aliens from space instead (oops, done already), the bottom line effects are the same. A cynic might say that West End was trying to overly appeal to the fantasy folk to broaden the Paranoia sales base.

Orcbusters claims to be "a reincarnation of the Good Old Days." This is due to the addition of a dungeon crawl. Yes, folks, complete even to pits, Water Elementals and Killer Penguins (Greg, is that you?) All done tongue in cheek naturally, but a dungeon nevertheless. A real tour de force. The dungeon is hard to run and does provide fun, but the main drawback is that it is on the short side. GM's may want to expand it for effect.

As a matter of fact, **Orcbusters** itself suffers from this malady. It reads and feels like a 48 page module edited down to 32 pages to save on production costs. While this may not be the case, **Orcbusters** really cries out for amplification in spots, as the narrative moves with a clipped manner from point to point. If the calling card of **Orcbusters** is fantasy and the dungeon, it seems that the dungeon could have been expanded from the 6 - 7 pages it currently occupies.

Two other points worth noting: The Wizards, with their ability to materialize and de-materialize from point to point, are not going to be threatened much by our clonish friends. After all, the object of **Orcbusters** is to get the players into the ending dungeon. You need the wizards for that. And the pregenerated clones? Nerds, pure and simple. Except for the woman, who is in fact well done, none of them struck me as likable or saveable. You may do better to work on your own.

Summing up, **Orcbusters** is a weak addition to the Paranoia line. While not everyone can be a *Yellow Clearance Black Box Blues*, the GMs should not have to be placed in the position of punching up the module to generate some interest. Most of us do, to some extent, but **Orcbusters** more or less requires it. What West End ought to do is create a magazine format to run short works in. Whether this means running another Acute Paranoia or a magazine is up to them (I'd opt for the magazine), but there is a definite need for such a format.

West End has set for itself a style of presentation in which a very readable, clever, humorous and intelligent manuscript is melded into an adventure. This style is rather rare, and appreciated accordingly. West End deserves a lot of credit for taking this approach. In fact, it made me, a board wargamer, become a **Paranoia** player, which was no mean task. However, by creating this style and carrying it off so well, all new modules are measured against a demanding model. **Orc-busters,** while good, does not fully match the standards set.

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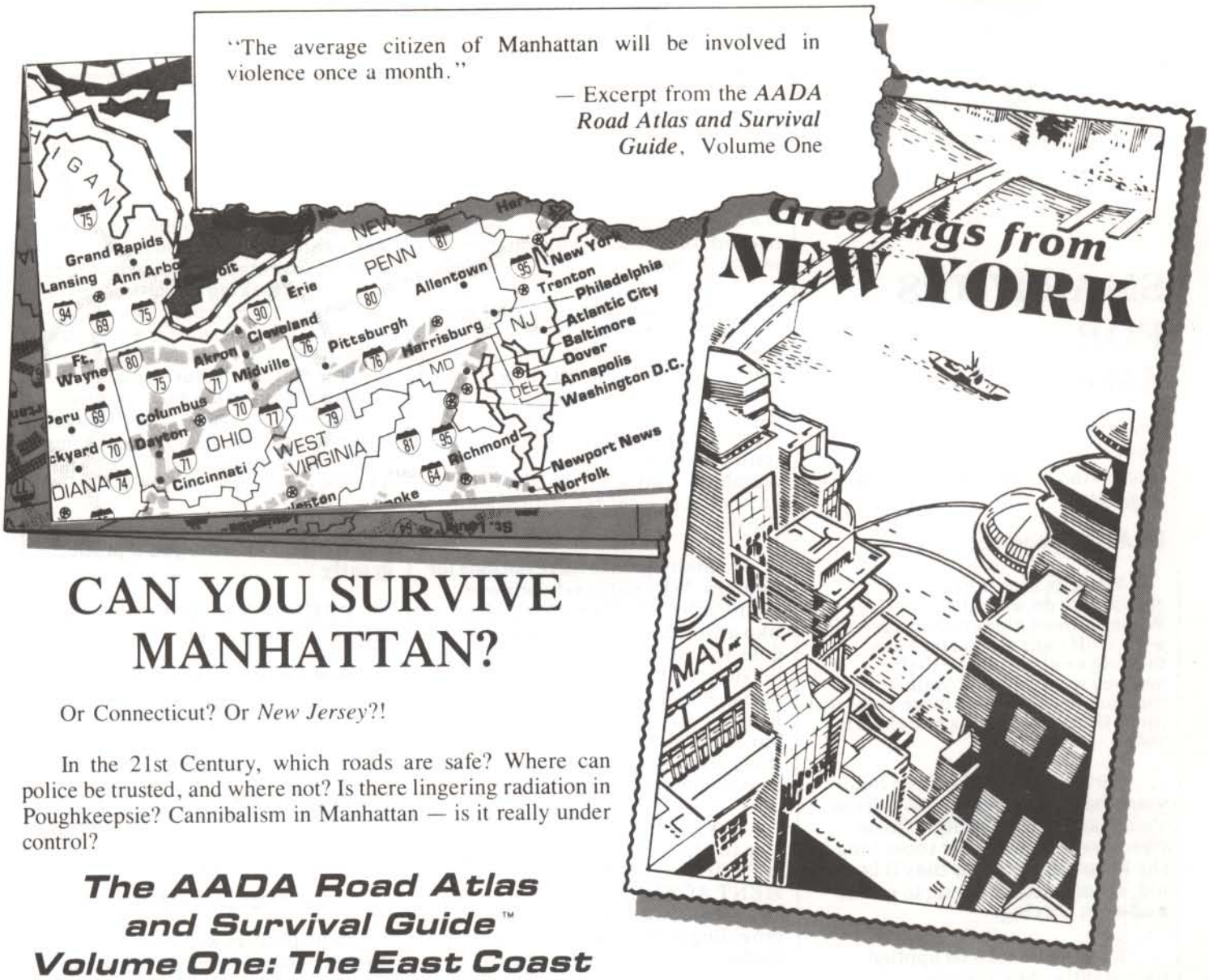

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SMART TIPS FOR SMART P.C.'s

From the Secret "Scheme Books" of Asker, the Bookman and Grimli, the Treasure Finder Supreme.

by A. Di Giacomo

What do smart player characters do with their money? What do most player characters do with it? If your characters are making endless forays to the various merchants of your world hunting for more and more powerful junk, than maybe this article is for you.

Perhaps these ideas can help your characters get the most from their hard earned booty. These ideas are suggested for those long in the future days, when they'll be too old, or too battle bashed, to go out and earn a living.

These ideas can be applied universally. Any roleplaying game, from fantasy to futuristic, and from horror to superheroes, can benefit.

1. Why carry around bulky, dangerous, and tempting monies? You can invest them, instead! Put money into a smithy, fletchery, bowyer's shop, or other weapon making business. Weapons will always be needed, so why not be a stock holder, or part owner, of a lucrative business that is a guaranteed money maker? Ditto, are trading companies, shipping lines, etc.

When you help someone by investing needed capital in a business YOU gain part of what they gain, in their earnings. Buy into businesses, and earn cash dividends for yourself, saving these for that eventual time when you want to retire from the adventuring life.

You become a stock holder, and the business gets the initial boost it needed. In this way, your money works for you.

2. Why not start up your own Guild? Bankroll the formation of a new Guild, catering to those that are in, and need the services of, the profession in which you specialize. Again, you get a substantial income, and also the respect of, and control over, the actions of your members. You as GUILDMASTER, have almost total say within your Guild.

3. Many games have options for fighters. Why not start your own MERCENARY COMPANY? Run it like a Guild. Have members pay dues to belong to a strong, well publicized, profitable (on an individual basis), business concern. You will not only command loads of troops, but will also gain a reputation with those who need and can afford to pay heavily for your mercenaries.

4. Take the Guild venture one step further. Create a general type of PROFESSIONAL EMPLOYMENT AGENCY where you can be a general contractor of sorts providing such needed service tradesmen as: Fighters, Mages, Thieves, Spies, Assasins, Smiths, Armorers, and what have you. As GENERAL CONTRACTOR, you receive monies in the following manner: A service tradesman loaned to a client for 500 whatevers per month will net your business 300 whatevers per month with you personally skimming a fat 100 whatevers off this as Guild earnings. The tradesman earns 200 whatevers per month. Enough to keep him or her comfortable.

5. Why not bankroll a colonization effort? There are always people out there who want to settle new lands. Give them the cash to create a new haven, and you and your party will always have a safe place to go! Not only that, but it is really nice to be a town hero!

6. For the Post Holocaust entreprenuer minded survivor, there is always the establishment of an inn, bar, tavern... whatever you want to call it. Build a relatively strong building surrounded by stout walls and hire (or use your own) guards, to protect it. Open up a sure fire money making operation. Booze is easily distilled from grain, corn, etc., and it can be sold for a tidy sum of whatevers. You could even have a counter and small storeroom for getting rid of the hard to use forms of "capital". Such as bartered goods (two nice candlesticks that got some poor sot a heaping bowl of stew and a bottle of rot gut).

If you take these ideas to heart, and wallet, I am sure you'll profit greatly.

REMEMBER... Only You, Can Make A Buck, For YOURSELF!!!!

GAMING THE SMART TIPS

A Game Master's Guide

Your players will need to have their schemes gamed out for them. This is easier than it seems. Whenever one of them has the guts to ask for a scenario dealing with one of the schemes, you can consult this handy reference section. Following are tables and scenario ideas dealing with the players' character's investments.

Businesses will generate the following incomes for those having a percentage in them. Game masters are encouraged to use a single four sided die, and roll it for every quarter of the business year.

1. Excellent business: 25% of net receipts.
2. Moderate business: 15% of net receipts.
3. Slow but steady business: 7 to 10% of net.
4. Barely afloat: 2 to 5% of net.

Guilds will garner incomes dependent on the type of currency used in the game system. For coinage based on the gold standard:

1. 200 to 500 gold pieces per

tradesman per month.
2. 500 to 1,000 gold pieces per soldier, per month.
3. Guild dues of 100 gold pieces per year per member

For coinage based on a silver standard with gold as an ultimate highest medium of value:
1. 500 to 1,000 silver per soldier per month.
2. 100 to 500 silver per tradesman per month.
3. 500 silver per year per member, dues.

For Post Holocaust, use your own individual systems, or adopt Ammunition as Currency. I use a system where small arms ammo is used as currency. .45 is the highest in value with the following calibers leading up to it in order from lowest to highest.
.22, .25, .32, .38special, 9mm parabellum, 9mm .380 acp, .357, .44, and of course, .45 acp.

The ratios are set at 5:1, which means roughly that 1 single .45 round is equal to:

50	.22 rounds
45	.25 rounds
40	.32 rounds
35	.38 rounds
30	.38 special
25	9mm parabellum
20	9mm
15	.380
10	.357
5	.44
1	.45

I generally stay clear of long gun ammo, but if you need a good system, use the 5:1 ratio, and base it on 223/5.56mm as your highest and .30 carbine (used in the ml carbine), as second highest, followed by 3006, .30 30, and 12 gauge slugs.

This encourages player characters to save up ammo from guns they don't own or use. When they take out a party of hostiles, they'll strip any caliber of round for the cash value.

How to get the profits:

Couriers from the businesses in which the player characters have investments deliver dividends to them. Also, the owner can deliver them. Alternately, player characters can pick then up.

If they founded a guild, they simply dip into those guild coffers unless they don't live in the guild house in which case they're open to the old npc or pc, abscond with the take, bit. The player characters will need to negotiate with other guilds.

If the player characters funded a colonial effort, it takes more than putting up cash. They must purchase food, gear, supplies, and essentials for the settlers; provide sufficient guards to insure the settlers get to the land; and arrange for the payment of passage bribes, tolls, and tributes along the way as the settlers pass through occupied areas.

Alternately, they can do the following; purchase or securely claim the land the settlers are to homestead; build and man a fortress or stockade garrison to hold the land and provide for the colonists' protection for their first year; and arrange for payment of passage bribes, tolls, tributes, etc.

Paying the mercenaries:
We'll assume the mercenaries are far from headquarters so you have to arrange for their payment. First, send a paymaster and an accountant to the client. These two people will take the cash and disperse it to the mercenaries, then transport the guild's take to headquarters by various means: Airborne couriers (pegasi, flying ring wearing couriers, etc.) or by land (auto, wagon, horseback caravan, stagecoach, etc.) All of these transport methods are subject to robbery.

The couriers can be sent conspicously with heavy guard, or with few guards in normal clothing, or sent with decoys, whatever. The trick for the gamemaster is to get the player characters into the fray of a robbery. Let them have to make an effort at revenge, vengeance, etc. Also, suppose the caravan comes upon helpless people who had been victimized? Might they not help, and get caught up into hazardous situations?

Of course, in a futuristic game setting, computer transfer of funds from the clients' accounts to your guild accounts, then from the guild accounts to the mercenaries' accounts are the best solution. Another way would be to send a ship to the client or have the paymaster and accountant take either chartered ship or cruise liner to headquarters. No matter what you choose, make it exciting for the couriers.

Scenarios involving paymasters and accountants:

1. The turncoat: Someone is skimming guild profits while enroute to headquarters. This is either for legit reasons (bribes, etc.), or a scheme to get rich being implemented by a crooked employee. Solutions: Send a spy on the payroll runs. He'll insure that they get to the headquarters intact, or send out a negotiating team to the bribees, and resolve the conflict. This could be hamstrung by overwhelming odds against them, or could mop up the bribees.

2. The client does not have the money to pay, and is very embarrassed about it, holding up the mercenaries and their deserved renumeration. Send a negotiator there to work out a settlement.

The client has legitimate reasons for not paying. Poor performance by your mercenaries, etc. You can send a sneak inspector to the site to catch the slackers, and then prod them into being more productive.

Perhaps the client is being arrogant, and is withholding in breach of contract refusing to honor the agreement. You may rectify this in two ways:

Send a punishing force to the client (assasins, saboteurs, or soldiers). You can also have your mercs sabotage him. Or, if you want to keep it businesslike, you can pull out your forces, and if he gets into trouble, aid his enemies.

Rath Clointarf

By Michael J. Mullen

This Dungeons and Dragons adventure was presented for the ORCCON convention of 1984. The original day on which it was presented was March 17th, and the day suggested the theme: an Irish Dungeon. It became the first of a trilogy of dungeons using the clan O'Flynn, who came from our "home" campaign. If you are using this for your own campaign, some of the Irish customs and themes could be expanded.

It seems that inconvenience follows the O'Flynn clan like a dog follows the heels of its well known master. No. Not inconvenience... Bad luck. The luck of the Irish. An' sure if it doesn't follow you, Finn O'Flynn.

Why else would you be setting off for the black bog of Clointarf on the evening of Beltain, when all the lights in Ireland are put out, waiting to be rekindled from the secret, Druid flame. Bad luck, and leprechauns.

Wasn't it just a week hence that one appeared at your feasting hall when you heard the claims of justice of your clansmen? And hadn't he pointed an accusing finger at you, saying that you cared so little for the honor of your clansmen that you let the leprechaun's magic be stolen?

"Magic?", says you, "Sure, an' magic is no concern of mine. I'll be devil'd if I ever touched your magic."

"It wasn't you I said too it," says he, "But the nasty shee of the O'Donnals. If your clansmen are men, and not milksops, they'll get it back for us."

"An' why should I?" says you. "Besides, I wouldn't know your magic if I fell over it."

"You'd know it, for it's a pot of gold. It's the gold that lets us make our magic. If we do not have it by the time of the Druid's fire is lit at midnight of Britain, our clan is doomed to extinction. And so," he says, "is yours, for we won't be able to make good luck for you."

Ah, the great dispute that followed the speech of the leprechaun. The Druid of the clan had said that what the wee fellow claimed was indeed true. And the family bard had made a satire that stained your honor with shame. Your lady scorned you, and turned you out of your bedchamber. Small children ran away from you in your own village streets. Superstition and nonsense! But you have gathered seven of your best, clansmen and others, to try to regain the treasure of the leprechauns.

You are at the village of Clointarf, just as the sun begins to set. The Druid has come to see your party off. He won't be coming along because he has to make the mystic fire after sunset, and will be busy until the midnight hour. The imbalance of the forces of nature, and the right of your clan, lie at Rath Clointraf, the deserted fortress of the rival O'Donnal clan, brooding in the middle of the bog. Keep to the path, and you should be able to reclaim the leprechaun's gold by the midnight hour.

The moon is just above the forest. Midnight is but four hours away. It is a good thing that the moon is full tonight, for you and your men will need it to reach the tower in the bog...

The Bog of Clointarf

The afterglow of the sunset reveals a path winding downward onto the peat bog, a narrow ribbon of solid ground in the mire and rank vegetation. A low mist shrouds the bog, obscuring all that may lie within... All except the broken tower of Rath Clointarf rising above the center of the eerie fog. The moon lights the ruins of the ancient O'Donnal outpost from above, while something else lights it from below.

As you stand contemplating the task ahead of you, the music of a piper comes to your ear, beckoning you into the bog...

THE LONE PIPER

The rises and falls of the path

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FINN O'FLYNN
Chieftan: Fighter, Level 9 Alignment: Lawful Neutral
Armor Class: 1 (2) Hit Points: 79
Str: 18 (82) [+2/+4] Int: 11, Wis: 13, Dex: 15, Con: 16, Chr: 17
Chain +2, Small Shield, Spear, Longsword: +2 Giant Slayer
Cloak, Back pack, Lg. Belt Pouch, Sm. belt pouch, Lg. sack, Wine skin

seem to lead upward gradually, and the mists become lighter. The ground is more rocky and less of the peat lies underfoot. There is a high rock just ahead, partly obscured by the swirling mists. As you approach, the moonlight seems to become brighter.

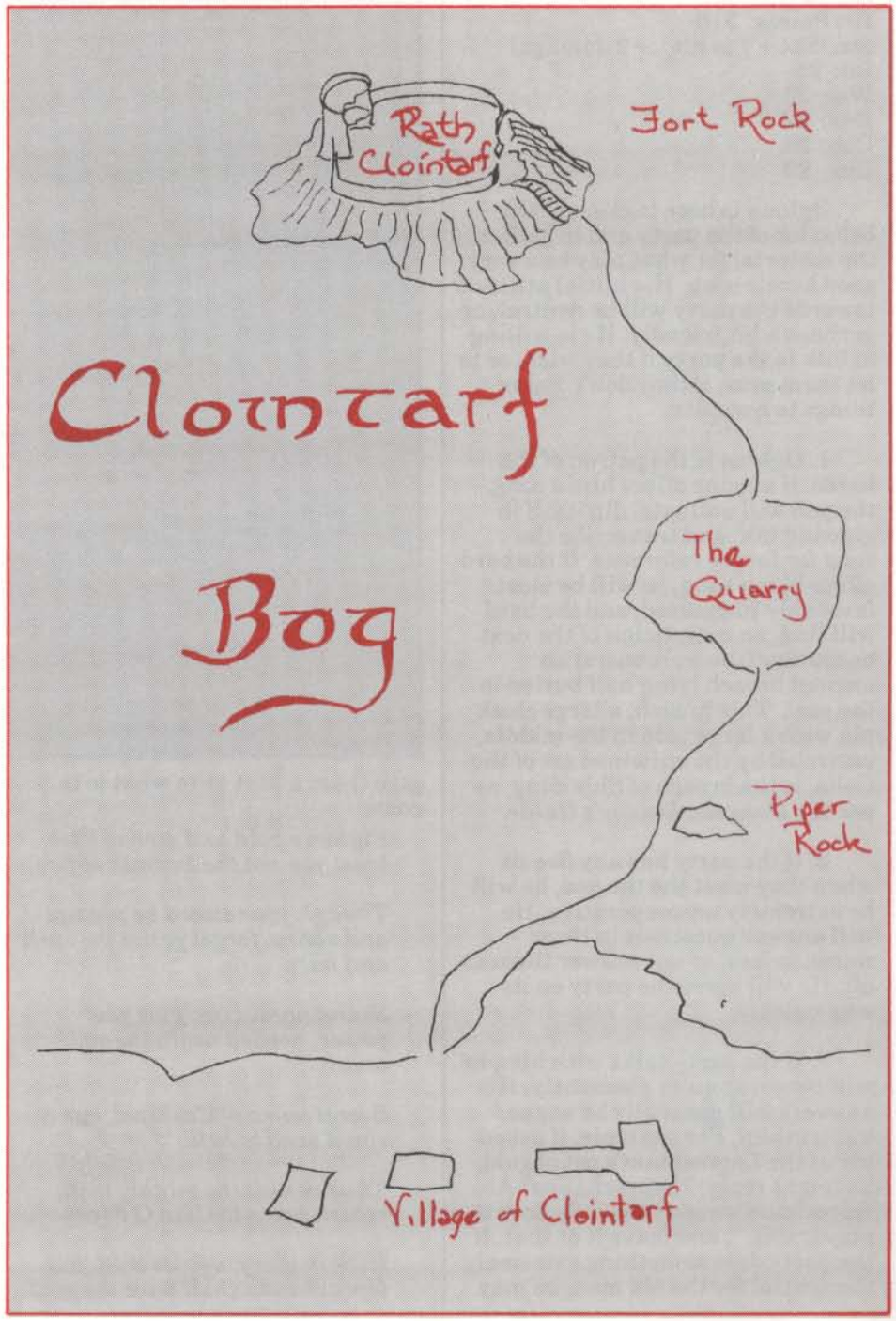
The sound of the piper has become louder, and the music is strangely compelling. Rounding the rock, you see him, playing in the moonlight. You stand listening, fascinated by the beauty and intricacy of the music.

The piper is sitting on a tree stump, skirling away in peaceful contentment. The mists are much thinner here, and the night is bright by the light of the moon. There is an open scroll in front of the piper, filled with notes and melodies that seem to glow on their own. A pen and inkwell lie nearby. The piper pauses, and raises his head in greeting.

"An' a pleasant good evening to ya', sirs. A fine evening for the feast of Briget, an' for the playing of the pipes. A pity that more of the village isn't appreciatin' of fine music. So what's a poor man to do but practice in the peace of the bog, where his missus won't be breakin' his pate with plates for lack of likin' his tunes?"

"But it's strangers you are to these parts, to be sure. If you have a mind to be goin' on, you'd best be stayin' on the path. Many a foul beastie makes a home o' the bog. The quarry is but a little ahead, if you're after a bit o' the turf to keep the chill away after the lights are lit again. Sure, you'll not be lightin' it before, good men that ya' are."

He turns back to his pipes,



pauses, and looks up with a sly grin. "Ya' wouldn't be knowin', perhaps, a new tune for a poor auld piper, would ya?"

The piper is actually Oghma, the god of music and knowledge:

OGHMA

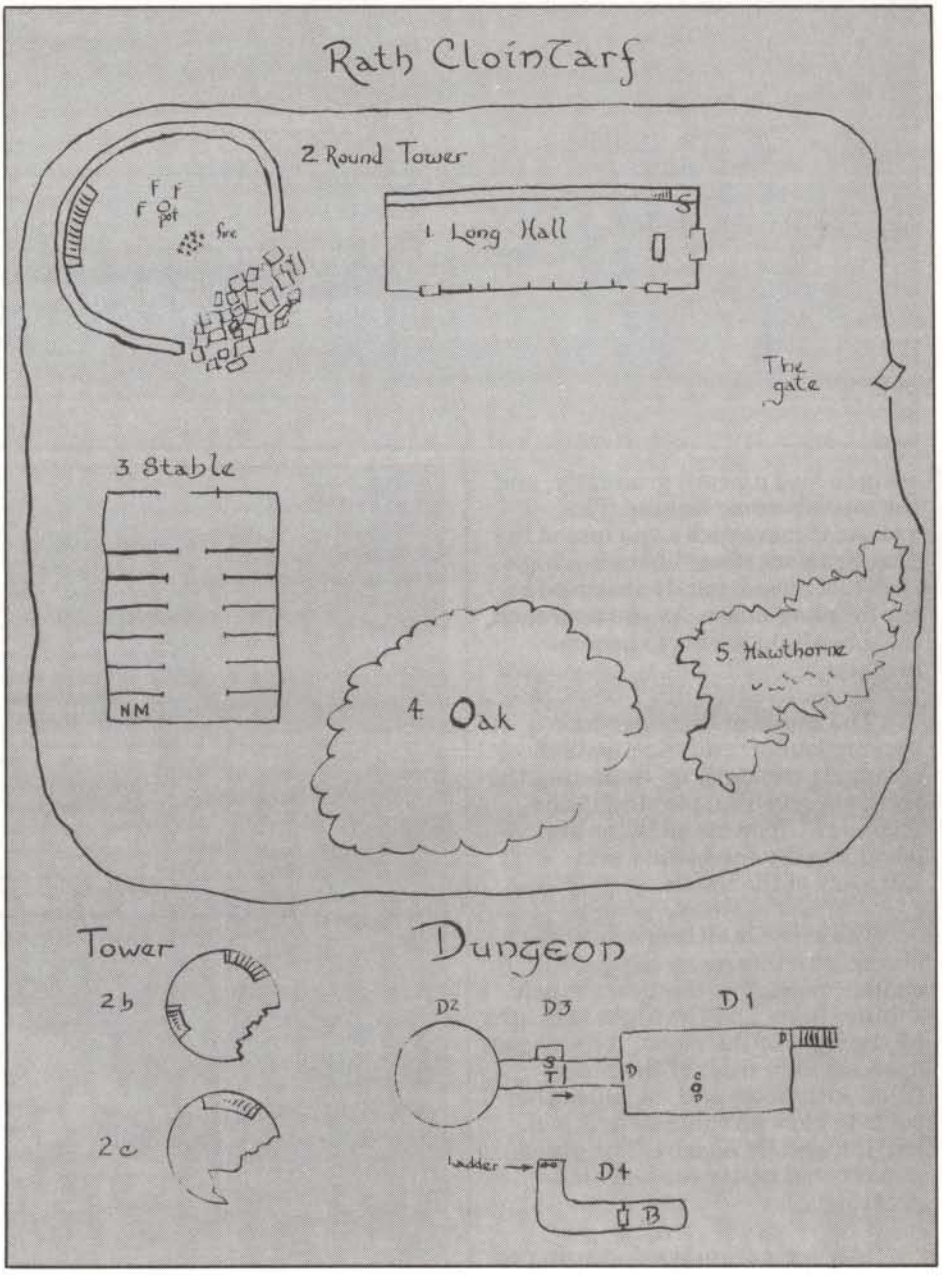
Fighter/Cleric/Druid 15th level in each.
Magic user/Illusionist 18th level in each.
Bard 20th level
AC -6
Hit Points: 310
Str: 25 (+7 to hit, +9 damage)
Int: 25
Wis: 25
Dex: 22
Con: 20
Chr: 23

Oghma is here to observe the behavior of the party and to gather the material for what may be a very good heroic song. His initial attitude towards the party will be neutral, or perhaps a bit friendly. He is willing to talk to the party if they wish, or to let them pass, if they don't. Some things to consider:

1. Oghma is the patron of the bards. If anyone offers him a song, the pen will animate, dip itself in glowing ink, and transcribe the song for future reference. If the bard offers him a song, he will be most favorably impressed, and the bard will find, on completion of the next encounter (the wereboars) an ancient broach lying half buried in the past. This broach, a large cloak pin with a large jade in the middle, encircled by the entwined art of the Celts, is the broach of Shielding, as per the *Dungeon Master's Guide*.

2. If the party has any fire lit when they meet the the god, he will be extremely un-cooperative. He will answer questions in three words or less, or not answer them at all. He will move the party on its way quickly.

3. If the party talks with him, he will converse quite pleasantly. His answers will generally be vague, but truthful. For example, if asked about the Leprechaun's pot of gold, he might reply: "Leprechauns? Ah, leprechaun's aren't the only ones to play tricks.", and leave it at that. If the party does something extremely thoughtful for the old man, he may



give them a hint as to what is to come:

Fighters bold and men of Eire, trust you not the warmth of fire.

Though your sword be prompt and sharp, forget ye not the spell and harp.

Secret names can give you power, needed neath the evil tower.

Secret name of Cashinel, can a spirit send to hell.

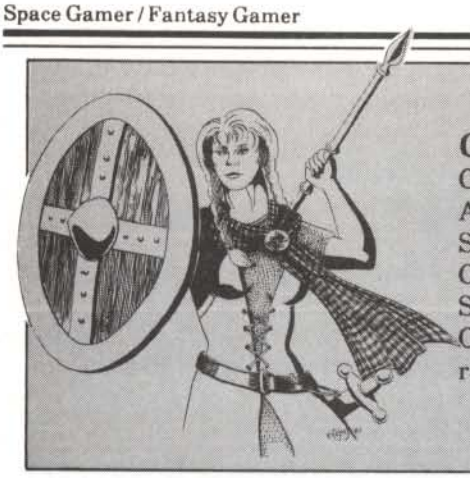
Thus can all the mighty men, return home to Clan O'Flynn:

Rich in glory, spirits bold, but leprachauns shall have the gold.

Should a member of the party remember the name 'Cashinal', and use it in the presence of the banshee, commanding it to be gone, the banshee will be sent back to that unholy place from which it came.

4. Should any of the party be rash enough to fight the old man, he will request that they wrestle with him. (Oghma is able to add his strength to the strength of the person attacking him.) If they should attack him instead, he will not hesitate to use all the means at his disposal to deal with them.

A. He can use his bagpipes to charm the party. (20th level bard)



CATHLYN O'FLYNN

Clanswoman: Fighter, Level 6 Alignment: Neutral Good
Armor Class: 3 (5) Hit Points: 62
Str: 16 [-/+1] Int: 11, Wis: 10, Dex: 16, Con: 17, Chr: 16
Chain Mail, Large Shield, Spear, Javelins of Lightning (2), Short Sword of Speed, (NSMI) allows 2 attacks/round, user automatically gains initiative. Cloak, Lg. sack, Lg. belt pouch, 3 torches, Tinderbox, Water skin, Iron rations

B. He can use any cleric, druid, magical, or illusionist spell.
C. He has the ability to command, geese, or quest (no save).

Oghma will obviously not have to bother fighting the party. Nor does he want to fight them. If they are so far out of line, he most likely will charm or quest them to recover the leprachaun's pot of gold. Those who are not charmed or quested will be neutralized, and in no circumstances will he stay around if he should begin approaching 100 remaining hit points.

THIS ENCOUNTER IS NOT HERE TO WASTE THE PARTY.

In the Tournament Scoring, we gave points to a party that actually sang a song. And a bonus for an Irish one. You might give experience to the player who braves the criticism of his fellow players and sings a song for you.

CROSS COUNTRY ENCOUNTERS

If the party does not have the sense to keep on the pathway they will encounter the following, in order, as wandering monsters in the bog:

1. A stego-centepede
2. 4 Anhkeg
3. An old black dragon

The party stands a good chance of getting lost in the bog, due to the fog and the difficult terrain. Should they enter the bog, they have a 1 in 6 chance of getting lost and moving in a random direction. Thus, if they move back to the path after the first encounter, they should be allowed to do so unless they roll a '1' on a D6. Otherwise, they will have all three encounters before reaching the rock promontory that contains Rath Clointarf.

Additionally, there is a 2 in 6 chance of stepping into a sink-hole or deep pool in the bog, unless the party is proceeding *VERY* cautiously. A random number of the party will discover the pool. He must roll *six or less* on d20 or lose an item in the pool. (Remember that packs, bags, etc., also include their contents. Also, this applies only to parties who are off the trail. Those following the path will have no problems.)

The bog is more difficult to pass than you first believed. The ground quickly begins to rise and fall, and you realize that it is more moss than actual ground. Small rock outcroppings make for some change of scenery, but with the fog rising from the peat, you can't really enjoy the view. Even the tower is lost in the fog clinging to the ground.

As you cross one of the numerous, low lying pools of black water, a rustling comes from in front of you. Bursting out of the fog and into the pool is a large insect, nearly eight feet long! A row of shielding plates rise along its back as it rushes to the attack...

STEGO-CENTEPEDE

AC. 3 (underside, AC 6)
Hit Points: 42
HD = 9
Bite: 2d4, save vs. poison.
Tail: 3d4, save vs. poison.
On initial charge, horns for d6 in addition to bite.

We had very few parties leave the path during the running of this dungeon. This encounter was enough to send them back to the path in every case.

The bog opens into a large, gently rolling area as you continue to press on towards the ruined tower. With each step, your feet gently sink a few inches into the resilient moss. Suddenly, the ground erupts, and four more insectoids rip at your clansmen. You barely have time to think before you find yourself fighting for your life once again...

ANHKEG;

AC 2 (underside 4) HD: 5
Hit Points: 24 HD: 8
Hit Points: 42 HD: 6
Hit Points: 32 HD: 8
Hit Points: 35

The anhkeg surprise this party:

5 in 8 (if no light)
2 in 6 (with light spell)

attacks: 1 damage: 3d6, plus d4 (digestive acid)

SPECIAL: 1 acid squirt, 8d4, each anhkeg, save vs. breath weapon for half damage.

The tower is now close to your group, close enough to see that there is a low wall perched upon a large outcropping of rock, enclosing a fortress-like area.

You detect a trembling in the moss beneath your feet. You peer into the mist, trying to find the latest threat. A deep hissing comes from your left rear. You spin around to confront a huge, black form rising out of the mists. DRAGON!

CORWIN O'FLYNN

Priest of Dagda: Cleric, Level 8 Alignment: Neutral
Armor Class: 6 Hit Points: 59
Str: 18 [+1/+1] Int: 10, Wis: 17, Dex: 14, Con: 16, Chr: 16
Studded leather, Shield, Staff of Striking (10 charges), Mace, Holy symbol, 2 vials of Holy water
Cloak, Back pack, Lg. sack, Water skin, Belladonna
Spells: Cure lt. wounds (2), Detect magic (2), Detect evil, Light, Hold person, Know alignments, Silence 15' r, Continual light, Dispell magic, Prayer, Remove curse, Detect lie, Neutralize poison

BLACK DRAGON

AC 3
Hit Points: 56
HD: 8
# attacks: 3
Claw = d4, Claw = d4, Bite = 3d6 or Breath Weapon: Acid stream = 56 points damage; save vs. breath weapon for hald damage (usable 3 times).

THE PEAT QUARRY

The path descends deeper into the fog bank. It has become a trench, cutting through the peat. As if passing through a hallway into a room, the sides of the trench fall away at right angles, and you move into an open area. The peat "walls" of this open air chamber are about 8 feet high. Under foot, you sense solid ground only inches below the springy moss.

As the party moves into this area, they will become lost in the fog on a roll of 1-5 on d8 if they do not follow the walls. They will find the wall again on a roll of 1-2 on d6. This is an area where there once was a thick peat bed and the villagers have been "cutting the turf" to use as fuel for some time. That this is not a natural formation will be obvious if they take time to inspect the walls. The cutting marks will be seen on closer inspection.

After the party has moved away from the entry trench,

You smell wild pig. In the fog, you hear the sounds of boars rooting, but you can't judge from which direction the sounds come. Dim shapes approach, and run away. Something passes behind you. In the distance, out of the bog, you hear the roar of a dragon. There seems to be more than one beast in the fog with you.

A random number of the boar will attack the party the first round, with the rest appearing out of the fog 1 per round until all six are in the fight. The party will be surprised on a 1-4 on a d6.

WERE - BOAR (6)

AC 4
Hit Points: 34, 25, 36, 24, 27, 29.
HD: 5 + 2
attacks: 1
Damage: d12

Whether the party has gone overland or followed the path, the following is used for the main section of the dungeon.

RATH CLOINTARF

The path resumes with a steep climb on the far side of the open area. The ground becomes more rocky. In front of you, the walls of the fortress loom out of the fog. Steps have been cut into the rock leading to the gate of the fort.

The fort is perched on a rock outcropping that rises above the thickest part of the fog.

You see the gate is partly open, hanging from the top hinge. It doesn't seem safe to you. And it is barely large enough for passage.

The gate is safe as long as the party doesn't fumble (score higher than *six* on d20). The opening will accommodate one person at a time. An attempt to open the gate will unhinge it, unless levitate or other means are used to secure it. If it falls on the party it will do d10 damage (save vs. paralyzation to avoid). It will alert those within, of course, if it falls.

Within the gate, the fortress courtyard stands, almost deserted. Coming towards you and your clansmen are four men. Three are fighters, the other is in robes. The light from their torches reveals their O'Donnal tartan.

These fellows are a party from the O'Flynn clan's rivals. There is a 3 in 8 chance that they will surprise the party in which case the approach will be as they charge the players. Otherwise, the encounter will be at the normal range (10 to 60 yards). They will reach the surprised party when one to four are through the gate. The first act of the magic user will be to *push* the gate down on the party remaining outside the gate. This party will try to cut through the O'Flynn's escape.

FIGHTER:

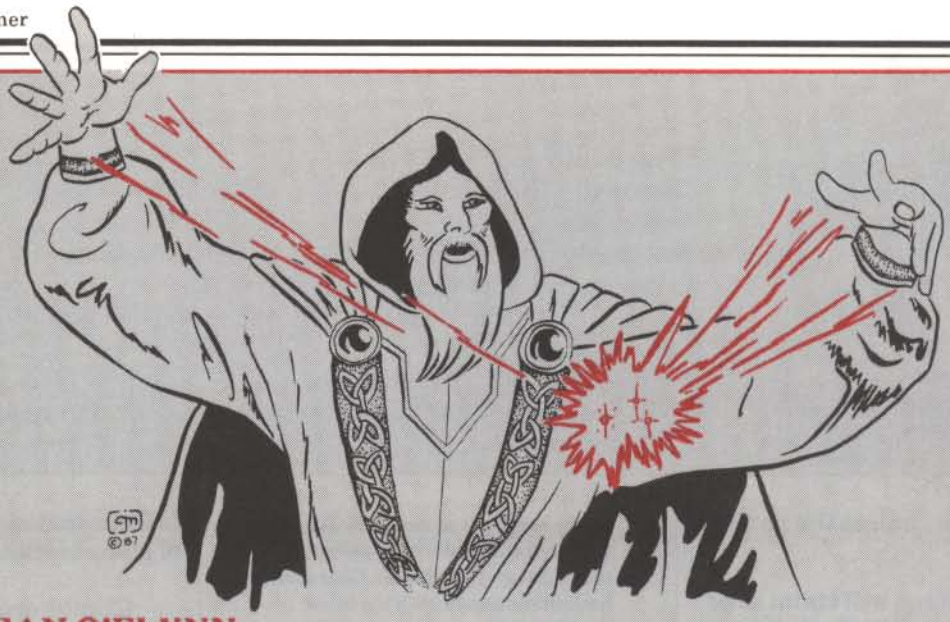
Level 8 (s: 17, D: 16)
Bastard sword +1, small shield.
AC 3, Hit points: 65

FIGHTER:

Level 6 (S: 15, D: 17)
Spear +2, Large shield.
AC 2, Hit points: 38

FIGHTER:

Level 7 (S: 18/75%, D: 15)
Battle ax +2
AC 2, Hit points: 38
AC 4, Hit points: 59



SEAN O'FLYNN
Clansman: Magic User, Level 7 Alignment: Chaotic Good
Armor Class: 8 (10) Hit Points: 29
Str: 9, Int: 17, Wis: 9, Dex: 16, Con: 15, Chr: 10
Robes, Dagger: +1/+2 vs. Magic Users, Scroll: Protection from evil, 10' r.
Cloak, Hooded lantern, Oil, Tinderbox, Lg. sack, Sm. sack, Wine skin
Spells: Magic missiles (2), Levitate, Shield, Continual light, Invisibility, Web, Dispell magic, Lightening bolt, Ice storm

MAGIC USER:

Level 11 (D: 16)
AC 1, Hit points: 49
Bracers AC 3
SPELLS: Jump, Darkness 15' r., Dispell Magic, Confusion, Teleport, Magic Missle, Invisibility, Haste, Fear, Rock to Mud, Pyrotechnics, Lightening Bolt, Push, Protection from Normal Missiles.

CONFUSION (d%)

01 - 10 Wander away 1 turn
11 - 60 Stand confused for 1 round
61 - 80 Attack nearest creature for one round.
81 - 00 Attack the O'Donnal clan members one round.

Save -2, re-check each round.
Duration: 13 rounds
Area of effect: 6" x 6"

After the fight, the party will have time to note the inside of the Rath.

Inside the enclosure, you can see there are three buildings, none in very good shape. There is a Long Hall to your right, beyond which is a circular tower. Nearly a third of the tower wall is in rubble,exposing the inside to moonlight. Directly opposite the gate, a large building is in ruins. You can see the skeleton of burned rafter over scorched walls. To your left is a tangled patch of bushes, beyond which a large oak tree casts its shadow towards the ruined building. Low weeds and high grass grow where there are not stones in the courtyard.

THE LONG HALL

The building once was the home and meeting place of your rivals, the clan O'Donnel. It is in disrepair, but still sound. Three shuttered windows face you, and a door is at each end of the building. Through a crack in the door a low, orange glow can be seen.

Let the party decide how they will enter the building, provided that they don't mount a major assault, read the following:

The inside of the Long Hall is dimly lit by a peat fire in the large fire place. Broken tables and benches are piled in the west side of the hall. Neglected cots lie in nitches, their rushes unchanged for decades. The rank smell of the rotting reeds is overcome by a different smell: Irish Stew.

You hear a soft sound of humming and sweeping comes from the hearth. An old woman, in dress and shawl, is sweeping the floor in front of the fireplace with a broom. The stew is in an iron pot on a hook over the fire. A poker lies propped near the fireplace. A calico cat is curled up by the fire, grooming his coat. A usable table is in front, with a battered silver bowl on it.

The cat notices you first. He yowls languidly. The woman turns to look at the cat, and glancing around, notices you.

"Sure, an' I didn't notice ya' sirs, standin' quiet like that. My old ears aren't what they once were, at all. Come in, come in, and pull up a chair. The stew's for sharin'. Hospitality for all...."

The old woman is Mother McKree. Moms is a witch (wicca). The "stew" is prepared to the time honored recipe in *McBeth* (eye of newt and wing of bat...) but has the illusion (visual and smell) of Irish (lamb) stew. The cat is her familiar, and the broom is a *broom of flying*.

If the party detects magic, the stew will show its nature, as will the broom. Both the stew and the pot

SHAMUS O'FLYNN
Clansman: Thief, Level 7 Alignment: Neutral
Armor Class: 5 (7) Hit Points: 36
Str: 15, Int: 12, Wis: 9, Dex: 16, Con: 13, Chr: 11
Leathers, Short sword: +2, Daggers (3),
Cloak, Thief's kit, 6 spikes, Hammer, Lg. belt pouch, 3 lg. sacks, 50' rope, Grapling hook
Pick pockets: 60, Open locks: 57, Find traps: 50, Move silently: 55, Hide in shadows: 43, Hear noises: 25, Climb walls: 94, Read languages: 35

will detect magic, unless the party empties the pot.

Mother McKree will claim to be the last of the stronghold, staying on to the end of her days where she started them. The players will have to shout to make themselves understood, for she is really hard of hearing.

Mother McKree will not initiate an attack, but she still has a way of causing the party mischief: She will invite them to partake of some stew before they leave.

The stew has random, magical effects: (Save vs. poison negates).

1 Acts as a potion of extra healing.
2 Acts as a *cause light wounds* spell.
3 Acts as a *philter of love*.
4 Acts as a potion of *frost giant strength*.
5 Acts a a potion of *speed*.
6 Acts as a potion of *regeneration* (1 hp/rnd for 12 rounds).
7 Makes character flee in panic for d4 rounds.
8 Increases hit points by 10, permanently.
9 Decreases hit points by 8, permanently.
10 Increases constitution by 1.
11 Decreases constitution by d4.
12 Lowers dexterity to 3 for d8 turns.
13 Raises strength by 1 (or 20% - max. 18/00).
14 Character lights up with a green light (glow in the dark) 2-12 turns.
15 Character grows a wart on his nose. (chrisma -3). Ends at midnight.
16 Character dances a jig (Otto's) for d6 rounds.
17 Character will be surrounded by *fire shield* next melee.
18 Character burns mouth on hot stew. (3 points damage).
19 Character gets to throw a *slow spell* next melee.
20 Character has invisibility and silence cast upon him. Effect last two turns. This is undetectable. For most purposes, the character has disappeared. The player can still operate normally, and can touch, and fight as usual. Melee will not negate the invisibility. Spells can not be cast through the silence. Character can not communicate with the other members of the party (except by touch, etc.) but can hear what they say and observe what they do. Automatic surprise against any opponent.

If the party attacks, here are McKree's stats:

Mother McKree:
Witch HD 7
AC 7
Hit points: 52
Damage d6 (poker)
Attack 1
Alignment: Chaotic Evil.
Familiar: Cat AC 7
Hit points: 4

SPELLS: M. Missle, Darkness 15'r, Haste *, Polymorph self, Shield *, Mirror image, Cause/cure light wounds, Hold person, Cause blindness, Produce flame, Silence 15'r., Fear.

Mother can cast a few of these spells (*) if the party is inattentive before the melee starts, and it becomes obvious that the party is planning an attack.

The secret door leads to the wine cellar.

THE ROUND TOWER

Part of the wall of the tower has been destroyed. The upper floors are exposed to the moonlight. The way in is cluttered by fallen stones, laying in a rubble pile. The light mist around the bottom of the tower is illuminated from behind this pile of stone blocks.

Climbing over the rocks, the players will find the occupants of the tower's lower floor.

THE GROUND FLOOR

You see three men on the far side of a campfire. They are talking quietly among themselves, and are engaged in counting a large amount of gold coins that are filling an iron pot to overflowing. Each time they pull some coins out to count them, the pot fills up again, and a few coins drop onto the ground, causing the men to chuckle. They are in leathers and clothing, wearing an unknown tartan. They are armed with two-handed swords. You note that three pikes and large shields lie within reach. There is a dilapidated, wooden stair against the far wall, leading to the upper floor.

The 'men' are three Firblog. They have already duped one group of adventurers and are willing to take the party in their con game. The gold in the pot is fool's gold, being cast upon copper coins. The pot is a unique magic item, **Mormac's Everfull Pot** which will reproduce any item put into it as long as it is upright. If the pot is horizontal or upside down, the magic won't work. The Firblog will gladly trade the party some (or all) of the gold, and the pot as well, for things which may be of use to them, such as the party's weapons and armor.

Party members are allowed a (SECRETLY rolled) saving throw against the fool's gold; members

DOUGHERTY O'FLYNN
Clansman: Fighter, Level 7 Alignment: Neutral
Armor Class: 4 Hit Points: 68
Str: 16 [-/+1] Int: 10, Wis: 13, Dex: 13, Con: 15, Chr: 12
Scale Mail, Shield: +1, Spear: +3, Short Sword
Cloak, Lg. sack, Sm. sack (2), 50' rope, Water skin (2 pts. beer)

save on the following score (or less) on d20:

Finn - 7, Shamus - 6, Dougherty - 5, Maeve - 9, Cathlyn - 4, Kevin - 5, Corwin - 5, Yorl - 6, Sean - 11.

The Firblog are already in their "diminished" state. There are three turns and four rounds left on the duration of the spell.

FIRBLOG:
HD 13
AC 2 Hit points: 69, 82, 91
Attack: 1
Damage: Sword d10 + 10
Pike d6 + 11
Boulder 5 d6
Magic resistance: 15%
SPECIAL: Can catch or deflect up to two missiles per melee round if one hand is free. Needed: 6 or more on d20.
Spell-like powers: Detect magic and forget.

There is a secret door under the stairway that leads to the dungeon.

THE SECOND FLOOR

The floor stretches to where the wall is open to the night. A dusty and unused set of stairs continue upward after a landing. A rattling of bones attracts your attention.

The monsters are Elven skeletons. If turned, they will "retreat" off the edge of the tower. Of course, the fall will kill them.

Skeletons: (20)
HD: 1
AC: 7 Hit points: 6 each.
attack: 1 Damage: d6

THE UPPER FLOOR

Open to the sky, the top floor of the tower looks out on the fog enclosing the bog. In the middle of the floor, something starts sparkling,

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MAEVE SLIEVE-SHANNON

Half-elven Foster daughter: Fighter/Magic user, Level 6/6
Alignment: Chaotic Good
Armor Class: 5 Hit Points: 45
Str: 17 [+1/+1] Int: 16, Wis: 10, Dex: 13, Con: 15, Chr: 14
Studded leathers +1, Bow: +1, 24 arrows, 4 arrows: +2, Longsword: +1
Cloak, Water skin, Quivver, Back pack, 2 sm. sacks, Iron rations, Wolfsbane
Spells: Jump, 2 magic missiles, Detect magic, Continual light, Strength, Haste, Lightening bolt

and a shadow forms where no man is standing to cast one...

Spectres: (3)

AC 2 Hit points: 45, 48, 39
HD: 7 + 3
attack: 1 Damage: d8 & lose 2 levels.

THE STABLES

This is a stone building which once had a thatched roof. The roof has been burned except a skeleton of rafters. Over the doorway is a carving of horses prancing. Double doors once filled the doorway, but one is now missing. From the inside, a horse nickers.

There are a number of stalls. Inside the far right stall is the monster:

Nightmare:

HD: 6 + 6
AC: -4 Hit points: 38
attack 3 Damage: 2d4/2d4 + 2/2d4 + 2.
SPECIAL: Breathes vapors & smoke. Save vs. breath weapon or be -2 to hit and damage.

THE OAK TREE

Standing in the corner of the enclosure, stands a giant oak, neglected but still managing to exist.

There is mistletoe, should the bard want to gather some fresh material components.

THE HAWTHORNE BUSH

A thick tangle of bushes spread far across the compound. They are Hawthorne bushes.

The party will find that they are extremely sharp and prickly. Each round they spend searching, or otherwise messing around, the bushes will cause d4 damage.

THE WINE CELLAR

Inside this room are many barrels and racks with bottles. A dwarf sits with his back propped against one of the center barrels, drinking from a horn.

A barrel has been turned upright in the center of the floor. A large candle, burned almost to a stub, casts a dim circle of illumination from its guttering, and sooty flame. Standing in the light of this candle is a man dressed in an O'Donnal tartan cloak over the robes of a priest of Arawan, the god of the dead. He is slowly turning over cards from a deck, and laying them in an intricate pattern.

The deck of cards is a tarot deck. The priest will scatter them on the commencement of the melee.

Unless the party is looking up, they won't even see the dwarves on the ceiling above them. There is one above each door (they were having a wall climbing contest; the third dwarf being the judge.) The dwarves, if undetected, will automatically gain surprise on their attempts to backstab. Chances to hit have been increased by +1 because of the momentum of the fall. The dwarves will fight to escape. The priest will seek to slay or damage as many of the party as he can.

Dwarven Fighter-Thieves

THE DRINKER:

Level 6/6
AC 5 Hit Points: 36
Attack: 1
Damage: d6 + 3

The hall door:

Level 6/7
AC 6 Hit points: 32
Attack: 1
Damage: d6 + 2
Backstab: +5 to hit; damage x3

The corridor door:

Level 6/7
AC 6 Hit points: 32
Attack: 1
Damage: d6 + 2
Backstab: +5 to hit; damage x3

HIGH PRIEST OF ARAWAN:

CLERIC:

Level 9 (w: 16)
AC 5 Hit points: 69
Attack: 1
Damage: d6 +3
Chain mail, Flail +2
Spells: Detect Good, Hold Person (2), Dispell Magic, Poison, Flame Strike, Darkness , Silence 15'r (2), Feign Death, Cure Serious Wounds, Cure Light Wounds, Know Alignment, Prayer, Cause Light Wounds (2).

YORL SVENDERHAUS

Dwarf Mercenary: Fighter, Level 6 Alignment: Neutral
Armor Class: 5 Hit Points: 67
Str: 16 [-/+1] Int: 13, Wis: 12, Dex: 13, Con: 17, Chr: 12
Chain mail, Battle ax: +2, Heavy crossbow (10 Quarrels: +1), 2 throwing axes
Cloak, Back pack, 3 lg. sacks, Water skin (2 pts ale), Iron rations, 6 spikes, Hammer, 50' rope

THE DUNGEON UNDER THE TOWER

There is no natural source of light in the dungeons. In the round room under the tower there are several sets of manacles and shackles on the wall. One set of these holds a prisoner. At her feet is a discarded length of rope. The woman looks at you, eagerly, as you enter. She is dressed in O'Donnal tartans, a dirk on her belt. She looks at you and says, "Release me, and I will do anything."

The woman is an **Erinyes Devil** who has polymorphed herself into a woman. Among her equipment is a dirk which is her dagger, and the rope at her feet is the rope of entanglement. She is held prisoner due to the pentegrams which are on the inside of the manacles. If released, she will gladly turn on her rescuers and "do anything" to harm them, but she can't gate anyone in.

ERINYES DEVIL:

AC 2 Hit Points: 33
Attack: 1
Damage: 2d 4 (Save vs poison or faint for d6 rounds)
HD: 6+6

THE CONNECTING CORRIDOR

The corridor is 10' wide, and 20' away is a door.

Inspecting the door will reveal that it has no visible hinge. A handle on the door is mounted horizontally. The door is a swinging door. The following trap applies: If the party pushes the door in the direction of the wine cellar, a pit

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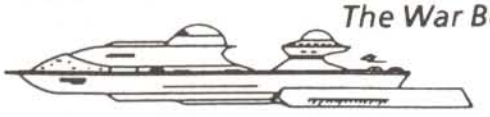

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KEVEN McKENNA
Harper: Bard, Level 6 (Fighter: 5, Thief: 6) Alignment: Neutral
Armor Class: 5 Hit Points: 57
Str: 17 [+1/+1], Int: 12, Wis: 15, Dex: 15, Con: 11, Chr: 16, Charm: 32%, Legend Lore: 16%
Leathers: +1, Bastard sword, Spear: +2, 6 darts, Harp, Scroll: Cures serious wounds
Cloak, Back pack, Sm. pack, Wax candle, Tinderbox
Spells: Detect magic, Fairy fire, Shelligh, Cure lt. wounds (2), Heat metal
Thief,s Abilities: Pick pockets: 55, Open locks: 47, Find traps: 45, Move silently: 47, Hide in shadows: 37, Hear noise: 20, Climb walls: 92, Read language: 30

opens (a portion of the floor tilts into a sliding ramp) dropping the party into an acid bath. Weapons and armor save or become useless. Damage: 2d4 per round.

In the wall on the tower side is a secret door. It is concealed when the door in the hall is open. Behind the secret door is a shaft with a ladder leading down 20' to the under dungeon.

THE FINAL ROOM:

A short, 20' corridor with a wooden floor leads to a door. If the party successfully listens, they will hear someone moaning inside. This is the lair of the **Banshee** (groaning spirit).

An ancient, pale, elven woman sits inside the small room, sobbing and moaning. In front of her is a golden pot.

The banshee will immediately attack the party. She will use her wail on the second round. If the party has learned her name (Cashinell) from Ogma, they can use it to banish the banshee.

BANSHEE:

AC 0 Hit points: 33
HD: 7
Attack: 1
Damage: d8
Magic resistance: 50%
Special:
Not affected by charm, sleep, hold, cold, or electrical attacks.
Special:
Wail (Keening) causes all within 30' to save vs spell or die. All looking upon her must make (one) save vs spell or flee in fear. May be turned on the cleric's table as a special.

The pot, which is made of gold, and covered with runes, is the real leprechaun's treasure.

NOTES FOR THE TOURNAMENT DM

This adventure is set in Celtic Ireland (Eire) and many of the customs of the Celts are included. Of the encounters listed, one refers to a Celtic god, and another to the Irish Giant race of Fir Blog. These may be found in the *Dieties & Demi-gods handbook* and the *Monster Manual II*. A refresher course in these two opponents, and how to role play gods, would be worth your while.

The adventure is mainly straight forward, with one encounter to give information to the players (the encounter with Ogma), and the rest mainly fighting and thinking. The party has, or can get, all they need to successfully handle what the dungeon contains, if they think about what they're doing. Don't give it all away, but also, don't make it more difficult than it is. If the party is rash, they'll have more then they can handle anyway.

After the sun sets, only those who are evil will be using fire. The party isn't required to immediately extinguish light, but smart parties will recall the nature of the evening. Remember, it is not *LIGHT*, as such, but fire that is prohibited to those of good alignments.

The Celts were much concerned with bravery and heroism. This accounts for the overall low armor class of the party. On the other hand, their weapons will count for much in the battle to come....

On bogs: A bog is generally a lake that is in the process of silting up. The land of Ireland has a lot of water and is basically flat, so there are several places where this has taken place. In Erie, the bogs are often places where a type of moss (peat moss, used in gardens over here) grows. The moss will eventually fill up the level of the lake and the stream will find a new course, but the moisture will keep the moss growing for decades. In some places the moss beds are twenty or more feet deep. The Irish use this moss for fuel and call it "turf". The amount of problems this would give a party varies. They may sink in a pool of water to a depth of several inches, or several yards. Generally, a bog is a lot less of a problem than a swamp. Of course, however, this *is* an adventure.

To exit, the players must trace their way back out of the bog. If they wish to leave at any time, allow this. They will be judged accordingly. Thank them for finding the treasure and having a successful run.

Remember that this dungeon was run on St. Patrick's Day, and is an Irish dungeon, so if you can manage a brogue for the conversations, so much the better.

Enjoy, and may the luck of the Irish be with you.

Helping The "Real World" Gamemaster

by Bob Kindel

You have to pity the gamemaster who runs a campaign set in the real world -- whether he is playing an historical game or a modern day game. If a fantasy gamemaster says that the caravan trail from Kush to Cimmeria takes seven days to travel, than it does. No arguments; on with the game. If a science fiction gamemaster decides that the Mark VII Garglefleeber should be added to the weapons list; he puts it on the stats. Who can argue with him? How can a player know what a Mark VII will do?

However, if the **Top Secret** administrator says that the bad guys can drive from Lisbon to Zurich in twelve hours, some wise soul is bound to object, saying, "But that's a 1,384 mile drive. It takes longer than that."

If the **Recon** director assigns the same fire rate to the Ingrams Mark 10 as to the Uzi, someone is bound to protest. What can the gamemaster do?

There are several options. The first is to say, "Who cares? It's only a game." Which is true, I suppose, but a real world game is spiced by the reality of the setting. Constant arbitrary alterations of reality, especially when unnecessary, cause reduced enjoyment which leads to reduced interest, which can result in a dead campaign.

Another alternative is to spend hours of research in addition to the hours of time already involved in preparing for a game. This alternative is impractical for those gamemasters who would like to work, go to school, or have a social life.

A third alternative, the one I suggest, is to gather a list of fast reference books -- books from which you can find and extract the needed information without wading through a morass of unwanted verbage. Please note that I said a *list*. Most of the books you will want can be checked out of the local public library. You needn't buy the books. This is one of the advantages of real world games. Also, most of the material you will need aren't copyrighted by the manufacturer and are readily available at the library at no charge. Those books you feel like buying are generally cheaper than the reference books published for fantasy RPGs.

At the end of this article is a list of books that I have found to be helpful. This is not an all-inclusive list by any means. It is just meant to give you ideas. If the books listed aren't available at your library, your reference librarian can help you find similar books that are. The books on the list are there because I've found them to be fast and easy books from which to extract information.

There are, of course, a few books that I like to own for one reason or another. The book I think every real world gamemaster should own is Bernard Grun's **The Time Tables of History: A Horizontal Linkage of People and Events** , Simon and Schuster, N.Y., 1979. This is a book that goes from 5000 BC to 1978 AD, with year by year entries from 501 AD on, and lists important facts for each year in separate areas: history/politics, literature/theatre, religion/philosophy/learning, visual arts, music, science/technology/ growth, and daily life. You can scan across the pages and see all the events that effect your players in the specific year in which their adventuring.

Not only does the information presented give you background information to make your campaign more real, but it also gives you an idea for an event in your campaign. I used the information that New York had its first eclipse in 300 years in 1925 as a springboard to a cult kidnapping in my 1925 **Call of Cthulhu** campaign. Looking through the columns helps you make your campaign more three dimensional, increases the pride you have in the campaign, and increases player interest.

A companion book to this one is Laurence Urdang's **The Timetables of American History,** Simon and Schuster, N.Y., 1981. This work focuses on US history from 1000 AD (the Viking discovery and settlements) to 1980 AD. This book has four columns: history/ politics, the arts, science/technology, and miscellaneous. Each column is subdivided into two sections; the US and Elsewhere.

Another useful aid is the **Happy Wanderer World Wide Travel Planner**, Happy Wanderer, Inc., 7842 N. Lincoln Ave., Skokie, IL 60077. Phone: 1-800-323-1818. While this book is designed primarily for travel agents, and is marked at $4.95, it is sent free to anyone who calls or writes the company and requests it to help plan a vacation. It lists over 2,000 information packets/ brochures that will be sent to you free when you send in the attached card. The information obtained is useful in establishing local color and planning a game set in a locale the gamemaster has never actually seen. In addition, the book has such potentially useful information as mileage charts, notes on weather and seasons, and such items are in easy to follow charts.

Real world gaming, whether historical or modern, can be very enjoyable. If you have the right books, the research needed to heighten the background of the campaign, aid roleplaying, and reduce the chance of arguments need be neither tedious or time consuming.

SELECTED BIBLIOGRAPHY

The following books may be useful, depending on the game

you're playing. They, or equivalent books, should be readily available at your public library except where noted.

ATLASES

There are a number of good atlases; both contemporary and historical at every library. Rather than signal one out, I'll just let you find the one available to you. Worth noting in this section however, is: **American Forts: Yesterday and Today** by Bruce Grant. Published by A & W Publishing, N.Y., 1970. This is a listing, by region, of 1,200 American forts from early settlements to current ones.

AIRPLANES/AIRSHIPS

Bill Gunston has produced a series of illustrated guides for Salamander Books (NY) that cover warplanes from WWII on. These include: **The Illustrated Guide to Bombers of WWII, The Illustrated Guide to the Israeli Air Force, The Illustrated Guide to German, Italian and Japanese Fighters of WWII, The Illustrated Guide to Modern Airborne Missiles, The Illustrated Guide to NATO Attack Aircraft.**

Kenneth Munson has produced a series of illustrated books for Blanford Books (London) that cover aircraft up to WWII. These include: **Pioneer Aircraft: 1903 - 1914, Fighter, Attack & Training Aircraft: 1914 - 1918, Bombers, Patrol & Reconnaissance Aircraft: 1914 - 1918, Fighters Between the Wars: 1919 - 1939, Airliners Between the Wars: 1919 - 1945, Fighter, Attack & Training Aircraft: 1939 - 1945, Bombers, Patrol and Transport Aircraft: 1939 - 1945, Airliners Since 1946, Helicopters and Other Rotorcraft Since 1907, and Balloons and Airships: 1783 - 1973.**

Airplanes of the World by Douglas Rolfe, published by Simon and Schuster, NY, 1969. This book gives drawings and short descriptions of airplanes from Leonardi DaVinci's early drawings to the present day. The short descriptions includes engine type, speed, range, and in the case of warplanes, usual armament.

AUTOMOBILES

T. R. Nicholson and M. Sedgewick have written a series of books for Blandford Press (London) that have color plates and data of various cards around the world. Data given includes horsepower, engine size, cruising speed, and history. These books include: **Cars of the World 1905 - 1912, Cars of the World 1913 - 1923, Cars of the World 1924 - 1942, Sport Cars of the World 1907 - 1927, Sport Cars of the World 1928 - 1939.**

MOTORCYCLES

An Illustrated History of Motorcycles by Erwin Tragalsch. Published by A & W Publishing, NY, 1980. This book presents motorcycles first by era than by type.

WEAPONS

The Complete Illustrated Encyclopedia of the World's Firearms by Ian V. Hogg, published by A & W Publishing, NY, 1978. This reference is an alphabetical listing of inventors, manufacturers, and guns. It provides good background information after you've used another reference to find the guns you want in your era/locale.

The Illustrated Guide to Rifles and Automatic Weapons by Frederick Myatt is published by Salamander Books, NY, 1981. and **The Illustrated Guide to Pistols and Revolvers** by the same author and publisher.

This pair of books lists modern firearms. Data given includes size, weight, caliber, muzzle velocity, and peculiarities.

Mack Bolan: The New War Book by Don Pendelton (ed.) is published by Worldwide Books, NY, 1984. While this book deals mostly with the Mack Bolan series, it includes a 37 page section entitled *The Combat Catalog* which is a very useful, very concise description of modern weapons. Very useful for secret agent gamemasters.

Brassey's Infantry Weapons of the World by J. I. H. Owen (ed) is published by Bonanza Books, NY, 1982. A complete description of infantry weapons and combat aids in use throughout the world.

Firearms by Howard Ricketts is published by Aldo Garzante, Milan, 1962. This book lists firearms from the matchlocks of the 14th Century to the mid-19th Century.

American Firearms and the Changing Frontier by Waldo Rosebuh is published by E. Washington State Historical Society, Spokane, 1962. This book lists weapons in use in various parts of the US from 1500-1898. It's especially useful to **Boot Hill** gamers.

Weapons: A Pictorial History by Edwin Tunis is published by World Publishing Co., NY, 1954. This reference lists not only firearms but also all hand weapons from prehistoric to modern day.

MISCELLANEOUS

The Q Manual was designed by Greg Gordon and published by Victory Games, NY, 1983. This is a supplement for the **James Bond/ 007** game. The information contained in this may be used for any modern game. Probably not in the public library.

A History of Land Warfare by Kenneth Macksey is published by Two Continents Publishing Group, NY, 1973. This book is an impressive history of warfare over the ages. It is especially useful to the gamemaster because of the armament tables concerning the approximate average effective range of missiles/artillery (pre 1914 and post 1914), estimated average daily rate of advance, and military engineering.

Interview with the Bard

Brian Fargo

By Robbie Robberson

Brian Fargo and Michael Cranford are the creative forces behind the popular roleplaying game THE BARD'S TALE. They are also the founders of Interplay Productions, a company that will be producing quality gaming software in the future. SPACE GAMER/FANTASY GAMER dropped by their offices in Irvine for a question and answer period to find out what has been going on and what we can expect in the future....

SG/FG: How did you two meet? How did you get into programming?

Michael: Well, Brian and I went to high school together. We were on the track team also. I went to college in Berkeley and ended up working for a company up north in engineer software. Brian, in the meantime, had started marketing his own games and had started his own company. He offered me a position about two years ago and I decided it would be a good time to move back.

SG/FG: Why did you think that **The Bard's Tale** would be successful in a market crowded with computer, roleplaying games?

Michael: It was a project that I had planned on doing for some time. I had played **Wizardry** on the *Apple* and was disappointed with the way **Dungeons and Dragons** was rendered. I realized that there were immediate opportunities for improvement.

Brian: Michael and I had seen the same thing. The people who were addressing the fantasy, roleplaying market were missing in a lot of areas and we tried to bring it all together. Great graphics and sound, and an assembly language so we could do everything we could do.

SG/FG: What, if any, concepts and ideas did you translate over from your **D & D** games for **The Bard's Tale**?

Michael: I guess, that almost all of the design came from our **D & D** experiences as far as the scenario goes. As far as the game itself works, the design is intrinsic to the system. As far as scenario design, I was able to implement even more of our experiences in the sequel **The Destiny Knight**, which was based on some of our high level adventures.

Brian: We tend to concentrate on puzzle-oriented games rather than "hack and slash" stuff. That's where **The Destiny Knight** took a turn from the ordinary roleplaying games.

SG/FG: So *Manger* isn't really a character from any of your past games?

Michael: No, the actual scenario was totally unique.

SG/FG: What's the connection between *Skara Brae* of **The Bard's Tale** and the *Skara Brae* in **Ultima IV**?

Brian: I'd better take this one. In this particular case, when we started working on **The Bard's Tale** a consultant was reccommended to us that might be able to bring a special something to the game. Unbeknownst to us, he was working on **Ultima IV** at the same time. We liked some of his ideas, such as the naming of the city, and we used them. He also had given this idea to **Ultima IV** and we only found out about it after its release, so it was a big surprise for everyone concerned.

Michael: We axed other of his suggestions which was a good idea due to the fact that there would have been more coincidences, and that could have led to a really sticky situation.

SG/FG: What should we look forward to in **The Destiny Knight** scenario?

Michael: It is, in every way I can think of, an upgrade of the previous scenario. The combat is more complex, with distances for melee and missle ranges. Spells have ranges and there are a lot of new spells. The whole scenario is larger, and more difficult. **The Bard's Tale** had sixteen levels of dungeons and there are twenty-five in **The Destiny Knight**. The number of puzzles and traps are more complex, and encounters with monsters will be more varied. There is an outdoor wilderness area and six cities to explore. But you will be able to bring your original characters to the scenario, though some magic items won't work.

SG/FG: How about some specifics on the scenario. Such as the story line.

Michael: After your characters get out of *Skara Brae*, you find your homeland has been invaded by a magician's army. He has stolen a magical scepter which allows the armies of your country to be rallied. He has broken it into seven pieces and has hidden them in separate dungeons. They are hidden in real-time puzzle rooms which you will have to solve within a certain amount of time to recover the segment. After recovering and reforging the pieces you can become the Destiny Knight, who is pretty indestructible. Then you have to find the wizard and destroy him. He has always been present in the game, but you won't recognize him right off, And you characters will have to go around sixtieth level to survive.

Brian: From my standpoint, the best part of the game is the real-time puzzles. You've got a clock ticking against you and a computer

that's impartial. You run out of time and you're dead.

SG/FG: Will first level characters have as much trouble surviving as they did in **The Bard's Tale**?

Brian: We have done many, many things to solve that problem. The fun of the game is not in just getting a first level party going. There is a lot more to it than that. We have made it a lot easier and people will notice it. We have given magicians a first level spell for healing and some other things. You will still have do some thinking to survive, but you won't have to be a genius.

SG/FG: How do you feel about the wave of piracy that is taking place?

Michael: I feel it's wrong. When I was younger I pirated some games, but they were games that we never would have bought because of their lack of quality. I feel that I did not kill any sales. However,I no longer do it.

Brian: That's my viewpoint on the subject. I don't get upset by that kind of piracy. It's like trading baseball cards. What bothers me is the organized approach to piracy. The bulletin boards that download pirated ware or copying the documentation. For example, the kid who buys **The Bard's Tale** for forty bucks and then his friends say, "You jerk, I have it for free." The next time around the kid isn't going to buy any software, especially if it's free.

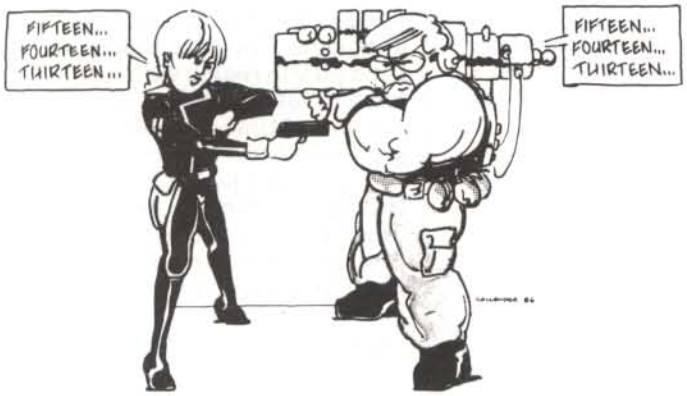
I think in the future, software companies are going to combat this with more elaborate documentation and game aids. **The Destiny Knight** is going to be in a box with a bigger manual and reference aids.

Michael: When it comes down to it, if someone were to offer me a game for free; I would take it. I'd be stupid not to. But if I asked about docs and they said they would print it on their dot-matrix printer, I would say to forget it. I'd rather go out and buy the game in order to have the nice documentation.

SG/FG: What projects is Interplay working on for the future? Will there be a **Tales of the Unknown III**?

Brian: We haven't decided what to do with the next sequel. Our hope is that there will be demand for a sequel and we will be able to do it for a long time. As long as people are interested. We are looking into doing other fantasy games. Right now we are working on one that is a "post nuclear war, Mad Max" type of roleplaying game. That will be released in '87. We are also looking at other types of adventure games, and we're adapting **The Bard's Tale** for other types of computers as well.

By Tim Callender



In GDW's Traveller, no matter how fast a character is or what kind of weapon he uses, the character can only fire a weapon once every fifteen seconds. -Bill Barton

In GDW's Traveller, an advanced computer capable of piloting starships and firing weapons has no programs for figuring taxes or balancing books. -Bill Blanton

Moebius - The Orb of Celestial Harmony

Reviewed by: Steve Fuelleman
Designer: Greg Malone
Publisher: Origin Systems
Graphics Quality: Good
Animation: Fair

Welcome to the world of Moebius. In this adventure you are a disciple of a vaguely oriental monastery. Moebius is the spiritual guardian of the world, and the founder of your order. Your mission is to travel the four elemental planes, seeking out the temples in each one and casting out the evil monks, assassins, and warriors who have corrupted them. You are equipped with basic provisions and sent out upon your quest.

Traveling overland you can see the countryside around you, including any passing people or adversaries. This is done from an overhead view, with reasonably good graphics. Motion is directed with the keyboard, as are all other aspects of this game. Because of this, the animation is done frame by frame, but this presents no problem.

When you meet an opponent you are shown the fight in detail, and have full control over your attacks. Although the animation is still stop action, the graphics of the combat are excellent. You can control the speed and the play is excellent. You may fight with a sword, or use a karate style, unarmed combat technique. This offers a wide range of options, including type and placement of your kicks and swings, timing of your blocks, as well as full mobility about the battlefield. The game keeps track of fatigue as well as wounds (body points), and it all happens in arcade style action. Again, this is controlled from the keyboard. There are simply too many options to be handled by a joy stick.

The author of the game is to be commended on the effort he made to give depth to the fantasy, even during the startup procedure ("Please place Side A into Magic Box number 1"). The documentation is of a very high quality, well written and entertaining.

Beware, however, the greatest danger of the game. Frustration! When you first start playing you will probably lose a character or two. That is not unusual in a game of this type, but it is frustrating to face and defeat every opponent, only to die of thirst because you can't find out how to get water. There are mountains, forests, rivers and oceans between you and the only available water, and you don't even know in which direction to look. You will be set upon by guards who will attack, stun and rob you. You will face wild beasts of all sorts, meet strange and interesting people, explore towns, and fight for your life many times before you reach a pool of water from which you may drink. Don't let these setbacks stop you. The game is well worth playing is spite of the frustrations.

For those who have this game, or are interested in getting it, here are a few playing tips. Before you begin the adventure, you must train against a guard or assassin. Try both, with and without a sword. You only need to defeat one of them to pass the training requirements, but you will face both in the game. Remember that combat runs at the highest speed unless you set it lower. Carry your sword when traveling since you will meet beasts that cannot be driven off without it. Put the sword away whenever you meet anyone. Even an enemy. It will scare otherwise helpful people away, and you can fight more efficiently bare handed. When you start the game you will find a small village north of your starting point. Begin by visiting it as it will enable you to gain a level or two. Then look east and south for a temple (which is also the nearest water). Do not bother running from opponents since they can move as fast as you, and you will always run into an obstacle which will enable them to overtake you. Conversely, you should chase guards that have robbed you because eventually you will be able to catch them and you will be able to retrieve your possessions. When facing assassins, use low, short kicks or cuts. When facing guards, use short, middle kicks or cuts. When facing evil monks, close as quickly as possible and combine low and middle kicks (you can't use a sword on them). When facing a Warlord, use everything you've got and hope that it is enough!

Overall, the game is excellent, in spite of the graphic animation and frustrations of play, or perhaps because of them. They lend an interesting flavor to the game and keep you on your toes. The graphics are good, and the animation doesn't overshadow the plot. This one is a gem, and the flaws only add a little more fire to it. Not only a must have, but probably one you would like.

Chessmaster 2000

Reveiwed by Bob Ewald
Publisher: The Software Country
Designers/Developers:
Walt Bilofsky, Michael Duffy, Dave Kittenger
Price: $39.95
Rules Clarity: Excellent
Complexity: Low
Graphics Quality: Excellent

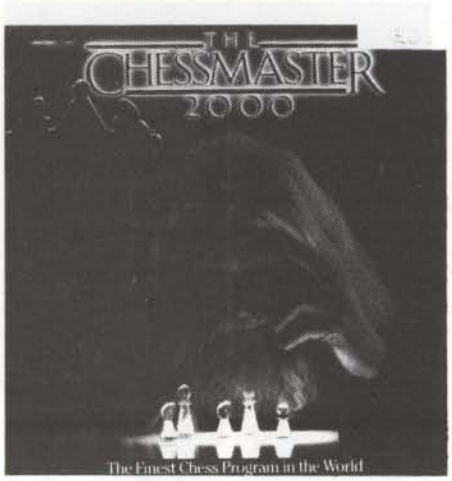
Chessmaster is an advanced chess program for IBM, Atari, Apple, and Commodore computers.

The graphics for the game are superb. It will work with RGB, composite, and monochrome monitors, but does not support enhanced graphics on the IBM. **Chessmaster** offers two options for display. One with two dimension graphics which shows the different places on an 8x8 grid, and a the dimension graphic which shows the pieces on a gameboard. I found the three dimensional display distracting to the point of being annoying.

The ability of the game itself is very good. I personally am only a fair player and have a very difficult time winning at level two (of 12). Each level is stronger, so one can only imagine how good level 12 is.

The thing that was best in **Chessmaster** was the number of options. As in real chess they are almost unlimited. You type in the moves or use the cursor. You can play the game yourself, or (and this is helpful if you wish to really improve your game) it will suggest moves for you, at your request. It will also analyze the gameboard for mate in the number of turns you select.

Between each of the twelve playing levels there are three sub-levels. Each level gets progressively longer between moves. The first level is sixty moves in five minutes,



while level twelve averages one move every four days. (Holy mackerel!) However, by using the the opening library of 71,000 moves you can cut this time down considerably.

Another interesting option is the ability to replay 100 famous games, including the two game series between **Sargon III** and **Chessmaster**.

There are a number of other options including the ability of the computer to think during your move, thereby improving its move. Another, for the beginner, is the teaching mode whereby the computer shows you where the selected piece can move. Of course, the games may be printed out for later study. My personal favorite option is the "If the boss wanders by" key which converts the screen to a real estate investment analysis. Naturally, a game may be saved for later reference.

All the options may be accessed through the use of pop-up menus for on-screen documentation. This cuts down the need to refer to the reference sheet.

The rulebook included in the game has an introduction to chess provided by the U.S. Chess Federation. It also has a very interesting history of the game of chess and the part that computing machines have had in that history.

One thing that did anger me was the protection scheme on the product. Being a programmer, I am not against copy protection schemes in the software, but I like to use my original copy as backup and play from my hard disk. However, copying the disk to the hard disc gives only a sample copy which terminates the game after a certain period of time.

Overall, I like the game. Most of the options I rarely use, but its nice to have them. The $39.95 price tag is nominal for such a professionally designed game. It is a good program for learning the game, playing on many different competitive levels, ease of movement, and replaying famous games.

Autoduel

Reviewed by: Steve Fuelleman
Published by: Origin Systems
Programmed by: Lord British & Chuckles
Complexity level: Average
Graphics quality: Poor

Autoduel is an arcade version of the popular, role playing game, **Car Wars** from *Steve Jackson Games*. In it you pit your driving skill against all the hazards and pitfalls of driving on futuristic freeways. These freeways are relatively free of traffic and have very few rules.

In fact there are only two rules: The right of way belongs to the one with the biggest guns, and drive offensively.

In the game you get to design the driver and the vehicle, and you may improve on both. Your driver's skills will increase with practice, and this practice will yield money which can be spent to improve your car.

Drivers start with 50 points

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CONVENTION HOURS

GAMEX 1987 will be open for registration at 8:00pm on Friday, May 22th, with Open Gaming activities running throughout the evening (tournaments and other activities will begin Saturday morning), and will remain open around the clock until closing at 7:00pm on Monday, May 25th.

CONVENTION LOCATION

GAMEX 1987 will be held at the Pasadena Hilton Hotel located at 150 S. Los Robles Avenue in Pasadena, California. The Pasadena Hilton is just a couple of blocks south of Colorado Blvd.

You may not pre-register for more than one section of the same game tour-nament. For example, you may not pre-register for both of the AD&D or AXIS & ALLIES tournaments!

PARTIAL BOARDGAME EVENTS SCHEDULE

Events in *italic print* are new at this convention, those in **bold print** are recom mended for all members of the family.

Saturday, May 23rd		
Event #	Time	Event Name
001	10:00am	**Diplomacy**
002	10:00am	**Panzergruppe Guderian**
003	10:00am	Rails through Rockies
004	10:00am	**Squad Leader (COI/COD)**
005	10:00am	**Squad Leader (ASL)**
006	10:00am	Illuminati
007	10:00am	**Axis & Allies #1**
008	*10:00am*	*Risk!*
009	*11:00am*	*Civilization*
010	11:00am	Star Fleet Battles
011	*12:00pm*	*Monopoly*
012	1:00pm	Lost Worlds
013	**1:00pm**	**Wooden Ships & I.M.**
014	2:00pm	Brit. Rails/Empire Bldr.
015	2:00pm	Car Wars
016	2:00pm	Talisman
017	**3:00pm**	**War at Sea / V.I.T.P.**
018	*4:00pm*	*Trivial Pursuit*
019	4:00pm	Ogre
020	**5:00pm**	**Naval War Card Game**
021	*8:00pm*	*7-Card Stud Poker*

Sunday, May 24th		
022	**9:00am**	**Blue Max**
023	**9:00am**	**Avalon Hill Classics**
024	**9:00am**	**Machiavelli**
025	9:00am	Wiz War
026	**10:00am**	**Third Reich**
027	**10:00am**	**Axis & Allies**
028	10:00am	1829
029	12:00pm	Car Wars #2
030	*12:00pm*	*Cribbage*
031	**12:00pm**	**Kingmaker**
032	**2:00pm**	**Tank Leader**
033	2:00pm	Empire Builder
034	**3:00pm**	**Up Front / Banzai**
035	3:00pm	Acquire
036	5:00pm	Cosmic Encounter
037	**8:00pm**	**Ace of Aces**
038	*8:00pm*	*5-Card Draw Poker*

Monday, May 25th		
039	*9:00am*	*AH Baseball*
040	*9:00am*	*Scrabble*
041	9:00am	Rail Baron
042	*9:00am*	*Backgammon*
043	**9:00am**	**B-17**
044	*9:00am*	*Chess*
045	**10:00am**	**Nuclear Escalation**
046	*10:00am*	*Hearts*

PARTIAL ROLE-PLAYING EVENTS SCHEDULE

Events in *italic print* are new at this convention, those in **bold print** are raccommended for all members of the family.

Saturday, May 23rd		
Event #	Time	Event Title
201 205	10:00am	AD&D #1
301 306	10:00am	RPGA AD&D
401	10:00am	Middle Earth AD&D
421	**10:00am**	**Phoenix Command**
206 210	2:30pm	AD&D #1
241 245	2:30pm	AD&D #3
501 503	2:30pm	Traveller
211 215	7:30pm	AD&D #1
307 312	7:30pm	RPGA AD&D
504 506	7:30pm	Traveller

Sunday, May 24th		
221 225	10:00am	AD&D #2
246 250	10:00am	AD&D #3
422	**10:00am**	**Phoenix Command**
441	10:00am	Behind Enemy Lines
226 230	2:30pm	AD&D #2
507 509	2:30pm	Traveller
901	*7:30pm*	*DTI Hosts A Mystery*
231 235	7:30pm	AD&D #2
251 255	7:30pm	AD&D #3
510 512	7:30pm	Traveller

Monday, May 25th		
423	**10:00am**	**Phoenix Command**

ADDITIONAL RPG EVENTS

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1.___ Editorial
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11.___ Helping the Real World Game Master
12.___ Interview: Brian Fargo
13.___ Murphy's Rules
14.___ Computer Capsule Reviews
15.___ Running the Gauntlet
16.___ Gamer's Guide Calssifieds
17.___ **ISSUE OVERALL**

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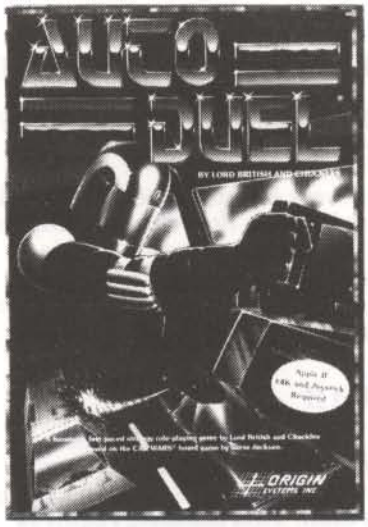
____ Was this better than the last one?

Your additional comments and feedback are also welcome:

which may be used to improve your driver's skills as either a driver, mechanic, or marksman. Each of these abilities will also be improved with experience and training. Earning experience will start in the arena where you can participate in the major spectator sport of the future: Autoduelling! By winning in the arena, you can add to your savings, which may be spent to add to your car, which, in turn, can add years to your life.

The arcade action of the cars seemed strange at first, since the cars can turn even when they aren't moving. The reaction time of the game varies, depending on how many cars are on the screen at one time, and cars move faster on the screen when turning or traveling in any direction other than north-south or east-west. This unpredictable game speed can also result in that strangest phenomenon of all: You can be killed by opponents that you have already killed since the guns don't always stop firing when they should. There are also times when you can drive through parts of some barriers, and you can frequently fire weapons through them (and even through cars).

Having played the game for many hours, I learned a few things which deserve to be shared. First, make sure that your joy stick is properly adjusted and centered. If it isn't you will end up fighting your car instead of it fighting for you. Second, when creating your character, divide your 50 points evenly between driving and marksmanship, which effect your ability to manipulate your car and fire your weapon. Mechanical ability is useless unless you survive long enough to get out of the arena and onto the road. Play the "Amateur Night" arena frequently, but don't be afraid to leave it early. This will cost you a bit of prestige (your character's reputation), but



there is an advantage to keeping a low profile early in the game, and a *big* advantage in staying alive. Finally, back up your character disk after every major victory. The game allows you to have a "clone" of your driver made, but it costs $5,000 of game money, and the time that you need it most is in the beginning, when you can least afford it.

If you want to get onto the roads early, and skip some of the arena time, you can go and gamble in the Atlantic City casino, trying your luck at poker or blackjack. I recommend blackjack. However, don't cut the arena out completely since you will need the practice with the cars, and your driver will gain in both marksmanship and driving skill. The arena action may seem a bit boring and frustrating at first, and could be improved in many ways, but the excitement of open road combat is much better, and can get quite challenging at times.

The road map and manual are of very high quality and well illustrated. The manual tends to go into too much detail on the mechanics of how to design a car, without telling you what it is to be. However, the construction of the cars is quite well done, giving you a wide variety of body styles and sizes, suspension and chassis improvements. It allows you to armor your car in any amount and distribution you choose, and the selection and placement of weapons is impressive. The only problems I saw in this section were the shortcomings in the manual: There are no examples of vehicles, only general notes on the philosophy of car design. The question of how much armor to use, damage ability of weapons, and how safe is a lightly armored car is not addressed, and there is no such thing as a "standard" car in this game.

Overall, the game is a fair reproduction of **Car Wars** , but lacks a clear cut goal for the players. There is a way to win the game, but it is simple, without any buildup. It is mentioned in the rules only indirectly. With two lines at the end of the manual suggesting that there might be one. Many of the in town transactions take too much time, both in game days and in real time.

The flow of the game is broken by the frequent disk activity, which makes it hard to sustain excitement. I was using two drives, so I did not have to change disks, but it was still an irritating delay. It is to bad that the game can't take advantage of the extra memory that some computers have to cut down on the disk activity.

In the past we have seen some excellent games come from **Origin Systems**, and the team of **British** (author of the Ultima series) **and Chuckles** (author of many excellent arcade-style games) would seem like the ideal one for tackling the difficult project of computerizing the popular **Car Wars** game. Yet, I am sorry to say that their efforts fell a bit short of the mark. The game is pretty well conceived, but is marred by just enough technical flaws, substandard graphics, frustrating limitations, and general user unfriendliness that it just isn't much fun to play. If you are already a **Car Wars** player, you might really enjoy it. It was a great idea whose time has not yet come.2

Running The Gauntlet

By Tim Bailey and Michael DeWolfe

The most interesting function of **Lode Runner** is its capacity to let you design your own levels. If you've forgotten how to use this function, it works as follows: Insert the data diskette, and after the **Lode Runner** logo appears, push *ctrl-E* once. This gets you into the edit mode where you can alter, move, create or play levels at your choice. The number of different types of levels is incalculable, and each can be radically different from the last. The next section deals with the strategies of design that can be employed. We have compiled six types of obstacles to fit into a level to make it interesting.

DIGFEST

The 'Digfest' structure, as shown in Figure 1, requires more dexterity as it is made more difficult. It can function as both a gate or obstacle. The player must dig out successive layers of block levels in order to traverse the obstacle effectively and not get buried doing so.

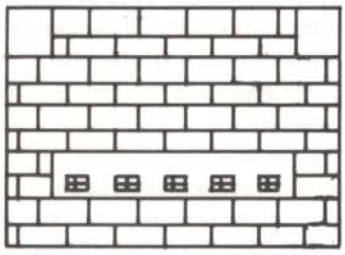


Figure 1

The brick levels must be one block wider then they are deep. And, the structure should not be 'deeper' than six levels. Either side should be lined with either a solid 'undiggable' block or some other structure to keep players from digging into the side. If ladders are placed on either side, they can be used to dig into the space and ruin what was planned to be an obstacle. The Digfest may be as wide as the whole screen if you wish. Width gives the novice player the illusion that he must dig them all before proceeding. This level can be altered by putting in a tunnel of trap floors that lead straight to their target. The tunnel can be discovered one or two levels down. However, a partial tunnel of trap floors ruins a Digfest and makes it impassable. This structure can be applied by using two Digfests to sandwich in a layer of boxes.

TOMB

The tomb is one of the more difficult obstacles, for if trapped, you are entombed until you kill your own man. This obstacle requires more timing than any other type of

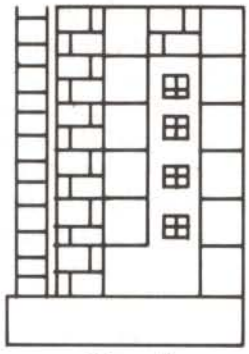


Figure 2

obstacle. You dig out the wall on the side from a ladder, climb back up, dig out the block above the target box, drop down, retrieve the box and escape before the dug out wall refills.

Of course, the box(es) have to be hanging in space, as in **Figure 2** , to give the player a reason to go back up to the top and jump down upon them. the structure should not be larger than fourteen blocks high, by three blocks wide, and they should not be less than three high by two wide. Any unnecessary blocks (those not to be dug out) should be made of solid #2 blocks.

VAULT

The vault is the most challenging structure presented in this article. It requires that the player successively dig out all of the singular blocks to the side to enter. Then, before the last block refills, he must run in, traverse the intervening distance, picking up boxes, and then escape. An example of a Vault is found in **Figure 3**.

The bottom of the Vault is made solely of solid #2 blocks. The way in is the way out. If the top can be entered, then a 'stupid' player may leap in and be trapped. The distance across a Vault should be not much

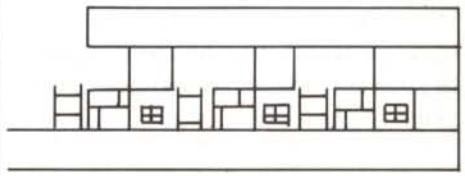


Figure 3

larger than twelve blocks. This would mean a Vault with three ladders is close to maximum size. You will have to experiment to arrive at a size that is challenging for you but not impossible.

NET

There are two types of Nets: dimensional and linear. **Figure 4** demonstrates a Dimensional Net and **Figure 5** demonstrates a Linear Net.

A Dimensional Net is simply an array of ladders and/or wires which a player must brave in order to pick up a number of boxes while avoiding his enemies. There is no hidden peril in this Net. The only difficulty is that they can be extremely tricky to traverse, mainly because they either greatly restrict, or allow total freedom of movement, depending on the position in the Net. A level comprised only of a Dimensional Net is a supreme challenge. This is because the enemies can be camouflaged in the myriad of ladders.

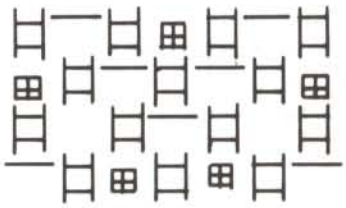


Figure 4

Figure 5

A Linear Net is more organized and effective at a smaller size. It consists of two linear rows of unbroken ladders to allow sideways movement. One row of ladders is positioned directly above one or two other levels. The two rows are joined every few blocks by ladders. This leaves a blank space between levels. The blank areas are exceptionally useful; it is where the player can run in relative safety.

SAFEHOUSE

Safehouses are structures in which players can stay is safety from enemies while still being able to attack them. Safehouses can be given one of two options, or both. A Safehouse is basically a trap floor that is put atop a surface that a player can stand on. The blocks directly below and beside the Safehouse can be diggable blocks. When a player lands in a Safehouse, he can stand there, wait, or dig pits on either side. However, a basic Safehouse has faults. One is that once enemies move in on both sides, the player is trapped. And another is that an enemy could follow you in and kill you. **Figure 6** demonstrates a basic Safehouse. **Figure 7** shows a

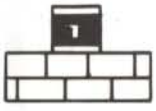


Figure 6

Figure 7

Safehouse with the first problem remedied. It has a ladder directly below the Safehouse; this allows escape at the player's choice. **Figure 8** is a diagram of the remedy to the second problem. It allows a player to dig out the block above the Safehouse. You drop in and you're safe from overhead attacks.

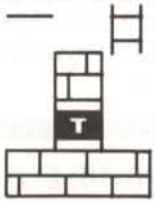


Figure 8

LOCKED DOOR

The Locked Door is a simple structure. It consists of a ladder as high as the bricks that are to be dug out. Next to the wall of #1 blocks is a wall of solid blocks without a bottom segment. The missing bottom segment is where the player is forced to move. The height of these Locked Doors can be anything from two segments high and up. The Locked Door in **Figure 9** is four

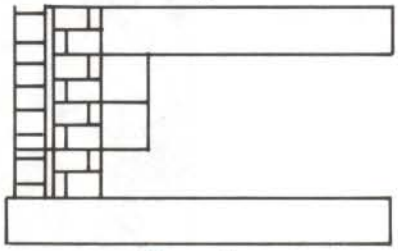


Figure 9

segments high. These structures are useful because they force a player in one direction only.

SPECIAL LEVELS

There are a few themes to levels that are not easily explained as individual structures. We have presented several such themes with details so that you'll be able to design your own.

One type of Level is the Attrition Level. It depends on the regular deaths of enemies so that they may be able to bring boxes to you. These boxes are unattainable by the player, although they are essential for him to leave the Level. Placing these boxes, that are reached by attrition, is tricky and will take a minimum of one or two attempts at design and redesign. A simple and effective Attrition Level could be one where the player is on the bottom of the screen atop a layer of 'diggable' blocks. The boxes are in mid-air and the enemies have full access to them, and the player. All the player can do is dig and kill until every box has been brought to him. These levels take great patience, because you must continue to dig and wait until they have brought all the boxes down to you.

Another style of level is that where the player is forced to move in one direction until he can finally make it back after moving to an edge of the screen. He can be forced downwards by replacing a vertical row of ladders with a vertical row of wires. This would allow a player to move left, right, and down, but not up. A horizontal version of this idea can be arrived at using one of two methods. First, you could use wires and ladders across a space. These would be placed so that the player could drop down onto ladders, wires, or blocks, but could not return to them. The player could only continue forward, or wait. The second method involves blocks. The player can jump down a staircase series of blocks which he can't re-climb. These types of levels can be used to prompt players into using strategy by placing something in a section of the screen where they have only one chance to get it.

Another style of level could be one that teaches a player to use common sense. If a level consists of mainly boxes, in a solid block of about twenty-two by about fifteen blocks, not all the boxes have to be taken to activate the secret ladders. If the right number of boxes are taken, the player can leave the level. Otherwise, he is trapped there to rack up points and die. The level is simple in design, but very tricky.

DESIGN GUIDELINES

When designing Levels, you have complete discretion as to its structure. Try to adhere to some sense of sanity. Be careful. We made more than a few mistakes ourselves. Usually by placing a box where no one can get to it, and then hoping the player gets away. This is because we were more interested in the theme of the Level; and didn't think out the path the player would have to take.

Lode Runner is one of the best games made for the *Apple Computer* as the game allows more leeway and is more user friendly than any other game. The suggestions we made are only a few of the possibilities and techniques usable with this game, including variations on the ones suggested in this article.

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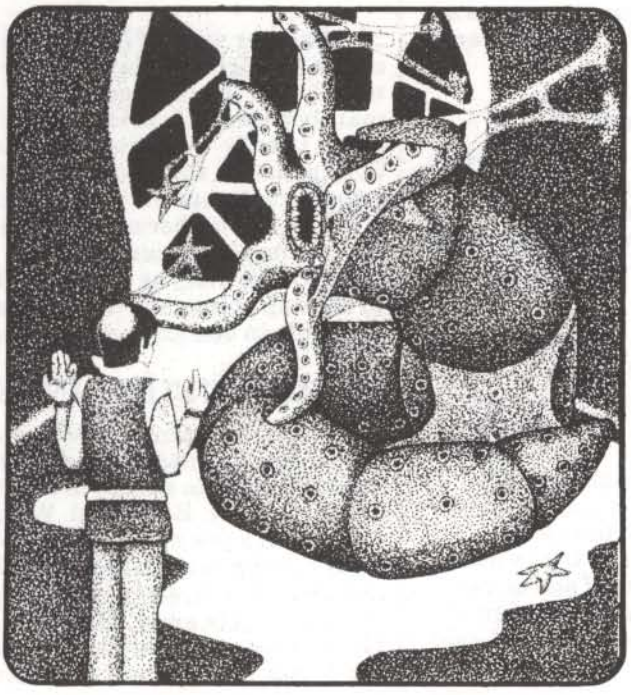
Even before the night had fallen, they came back; hordes of mutated creatures, demons and ghosts, armed with rifles and grenades by their master, the insane sorcerer Black Wolf. Teinquerion watched his friend ready another arrow and take aim at the closest mutant; for nearly two days now, they had fought back attack after attack on this lonely crag of rock, and the elf still did not show any signs of fatigue. Teinquerion, human by birth and fighter by trade, thought back on all the fiends he had vanquished in his life. He remembered the giants that had raided his homeland, smashing entire houses with their bare hands, the wars between the Free States, the soldiers who fought with steel and the merchants who fought with gold, the witch-king he had defeated in single combat, and so many others. He had fought all his life, against swords and against spells . . . and now against machines. An elf screamed to his left, flung off the crag by machine gun fire, dead before he hit the ground; hideous creatures threw themselves on him, swinging blood encrusted axes and maces. Teinquerion blocked the first one's blow, and riposted with his longsword, slashing deep in the mutated flesh; the creature howled, falling on his comrades who were still scaling up the crag. As the elves fought on and the mutants fell back, Teinquerion began to hope that he might live to see another day, in the grim world of **FIRELAND . . .**



The gigantic worm shaped creature drunkenly slithered forward, dripping toxic slime as it reared its tentacled head towards Father Vicente. A deep throbbing sound came from it, followed by the translator's metallic voice: "Explain to me again exactly what it is you mean by immaculate conception, priest-human." Father Vicente stepped back, trying to avoid the noxious ammonia vapours the thing was releasing; he had been given poor assignments by the New Vatican cardinals, but never quite so bad. Nevertheless, alliance with these creatures would give the Holy Empire enough power to defeat the imperial cities of earth, and free thousands of star systems. He somehow had to convince this alien monster that Pope Catherine represents God in the universe, and siding with her would mean glory not only in this world but in heaven; Father Vicente struggled to find the right words. "It's something like that, the Holy Spirit is . . . " Father Vicente never finished his sentence, as the salvo of nuclear missiles hit his ship vaporizing him and the Outworlder ambassador. Thousands of miles away, aboard a strike cruiser of the imperial city of Tucsan, an officer grinned as the sensors reported a direct hit. There would be no negotiations this time; New Vatican would have to fight alone against the might of **IMPERIAL EARTH . . .**

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Jeffery Charles Glass
500 154A Peconic St.
Ronkonkoma, NY 11779
H (516) 981-5570
W (516) 234-2019

Looking for players of Star Frontiers and Knight Hawks, you are wanted to help fight the SATHAR! I'm also a beginning miniatures player looking for a game, war games, too.
Lee Goldstein
22659 Keswick St.
Canoga Park, CA 91304
H (818) 702-0670

Players/opponents wanted for AD&D, the Hero System, SFB. Willing to play/GM other wargames/RPGs. New York city area and Alfred/Hornell/Canisteo area. Mature players preffered.
John A. Hammer
79-10 Bell Blvd.
Bayside, New York City, NY 11364
H (718) 479-8088
H (607) 871-2270

AD&D, Marvel, Teenage Mutant Ninja Turtles, afternoons and weekends, my house or yours if local, ages 10-18.
Aragorn Hansard
8348 Aura
Northridge, CA 91324

Wanted: Mature, level-headed gamers to participate in a SFB campaign using simplified rules. Please contact:
Jim Hayden
6424 Hazeltine Ave. #E
Van Nuys, CA 91401
H (818) 988-1951

You are not alone...
Find your next opponent with a listing in the Classifieds.
Try one today!

Will play all wargames and D&D. Intermediate skill level. Preffered playing time is in the evenings.
Charles Holmes
2115 Hermosa
Lompac, CA 93436

Boardgames, Miniatures, RPGs in Sacramento area. Particularly the Hero Games System, Iron Clads, Air force/Dauntless, Wings, Traveller, modern and naval miniatures, System 7. Will gamemaster and referee. Call evenings.
Marc Hasbrouck
1503 Fulton Ave. #63
Sacramento, CA 95825
H (916) 486-8246

I am an experienced Traveller, Twilight 2000, SFB and Star Trek PG player and GM, looking for individuals and groups to play on weekends.
Charles Isaac
19662 Segovia Ln.
Yorba Linda, CA 92686
H (714) 920-2727

Intermediate to advanced SFB opponents wanted preferably 20+ yrs old. Play at my place or yours. I live in La Mirada area.
Victor Ippolito
13119 El Moro
La Mirada, CA 90638
H (213) 921-9418
W (213) 531-1121

Bay area group looking for gamers, new and experienced. We play all games, primarily SFB, Miniatures, and many AH. Willing to teach or learn. We emphasize FUN!
Gary Jensen
6635 Jensen Ranch Rd.
Casiro Valley, CA 94552
H (415) 537-9356

Neveda Autoduelists Unite! I would like to form a Reno/Carson City AADA club. If you are interested call me. I also play Traveller, Champions RQ, TMP and Europa.
Brian Lienhart
3663 Silverado Dr.
Carson City, NV 89701
H (702) 267-3521

Adult boardgamer moving to Trenton Falls, NJ seeks local opponents for fun gaming. Own 100+ games, enjoy playing Up Front, Civilization, VITP, Ironbottom Sound, Operation Market-Garden, and Ney vs. Wellington.
Bob MacCary
10 Charles Dr.
Neptune, NJ 07753
H (201) 922-2961
W (201) 699-6287

I'm looking for high school or college underclassmen to play Carwars, Heros Systems, Traveller, or Rolemaster. No D&D. Prefer local gamers. Not available on Sundays or Wednesday nights. Also, wanting to start a club here.
Caius "the" Man
2620 Prospect Ave.
La Crescenta, CA 91214
H (818) 957-0745

GM/player looking for Hero System, Chaosium GM/players. Knows rules well, need experience in running/playing. Want to have regular weekly meetings. Will travel.
Walter Manbeck
3011 Alameda
Menlo Park, CA 94025
H (415) 854-3237

The Northern California Transit Authority, a car wars club, wants car wars enthusiasts to game with! We are willing to travel to northern bay area gamers. Please write.
Cameron Marschall
Box 643
Penngrove, CA 94951

Opponents wanted in the Miami/Lauderdale area for monster games. TSS, Gleam, Wacht, Europa or any other. Serious gamers preferred.
David Mazzoli
29804 SW 168 Ct.
Miami, FLA 33030
H (305) 247-0331

Warhammer players wanted. If you enjoy Fantasy miniatures you are invited to contact me, to participate in bi-weekly bloodlettings and headbashings with your favorite fantasy friends. Armies are provided.
Ronald McLaughlin
10022 Flower St. #1
Bellflower, CA 90706
H (213) 867-4658
W (714) 836-2228

AD&D, Gamma world, Paranoia, Call Cthulhu, Killer, many more! Players (16-19) desperately needed! Boston only. Must be serious/mature. No nimrods, no headbangers!
Jon Merz
44 Prince St.
Boston, MA 02130
H (617) 524-5085

Looking for Role Playing Gamers in the Central Valley area. Have played Runequest, Stormbringer, Call of Cthulhu and others for 5 years. I am 24 yrs. old.
Charles Millar
PO Box 42
Badger, CA 93603
H (209) 337-2885

Tired grey-haired grognard afflicted with rules burnout needs similar nearby opponents. Let's learn a few games for regular play and drop out of the play once and toss rat race.
Ronald A. Mosher
867 W. Oak Knoll Dr.
Brea, CA 92621
H (714) 529-9716
W (714) 558-7008

I am a 19 yr. old experienced player at SFB, Champions, AD&D, Fantasy Hero Battletech. My travel ability is somewhat limited and I am willing to learn new games
Eric Penick
550 Debbie St.
Newbury Park, CA 91320
H (805) 498-8332

Experienced Boston area gamer seeks FTF opponents/groups for various wargames and /or FRP adventures. Enjoy well-run and mature AD&D, AH, SPI, GDW, etc.
John W. Phillips
10 Varney St.
Forest Hills, MA 02130
H (617) 522-5822
W (617) 890-4750

Jim Lowerre
1415 Parkhaven Dr.
Anaheim, CA 92801
H (714) 994-1756
W (714) 720-4189

Mature 17 yr. old looking for players/GMs in the Brooklyn/Manhatten area. Played AD&D since 1980 and many other games, too. Will play any game, any category. Interested in forming a game club.
Richard Powers
610 Ovington Ave. 5A
Brooklyn, NY 11209
H-(718) 238-7597

R.C. Chiofolo
132 Corbett Ave.
San Francisco, CA 94114
H-(415) 621-0232

James B. Lurvey
PO Box 27
Belcourt, ND 58316
H-(701) 477-6807
W-(710) 447-5686

Interested ambassadors from nations and empires throughout the galaxy are invited to have representatives participate as commanders of their respective fleets in combat simulations at Star Fleet Command Training Center.
Mark Renier
War Room
3064 Hoya Place
Riverside, CA 92503-5663
H-(714) 351-9787

Have gaming jones bad! Looking for a group of players within 16 mile radius of Palo Alto. 22 yr. old veteran roleplayer with interests in Sci-Fi, full auto weapons and movies.
Scott Ruggels
834 Fielding Dr.
Palo Alto, CA 94303
H-(415) 856-0591

Top notch opponent with many gaming friends. Specialties: SFB, RPGs, Civilization, Diplomacy, Car Wars, et al. With contacts, will provide challenge in every type of game! Get in touch!
Robert A. Sassone
10444 Falcon Ave.
Fountain Valley, CA 92708
H-(714) 962-8107

Games played and skill: SFB, advanced; Federation Space, intermediate; Champions, beginner/intermediate; Federation & Empire, beginner.
Gary R. Snow
1520 W. Peoria Ave #157
Phoenix, AZ 85029

San Antonio gamers: I'm moving there in August and want to find adult players of civilization, modern miniatures, modern land board wargames and runequest.
Ian L. Straus
4127 Pleasant Run Rd. #220
Irving, TX 75038

Mature normal adults game weekends in Slat Lake Valley. Expert at Kingmaker, Samurai, Dune, all heros games, AD&D, SFB, Illuminati, Car Wars, Nuke Esc. Can master any others.
Kelly Taylor
8354 Top of the World Dr.
Slat Lake City, UT 84121
H-(801) 943-0220

Players wanted for PBM: SHADOW GAMES, in which secret societies vie for control of the world. Game is non-profit and strictly for fun. Send SASE and state interests.
TERMINUS
1446 Saady Point SE
Grand Rapids, MI 49506
H-(616) 676-0335

Bushido players wanted. If you are interested in participating in a campaign please contact me. Adults only. Bonsai!
David Wilkin
224 S. Rodeo Dr.
Beverly Hills, CA 90212
H-(213) 227-5919

TIRED OF PLAYING WITH YOURSELF?

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Need experienced FRP gamers (AD&D). Emphasis on role-playing, charactor development, not hack and slash, in a well developed setting. Must have transportation. Join the adventure!
Anthony Vervoort
16125 Via Owen
San Lorenzo, CA 94580
H-(415) 276-3553

Buy/Sell/Trade

Superiority, $3. Arena Death, $5. Creature Ate Sheboygan, $5. 4 Traveler adventures, $5. Federation Space, $5. Star Fleet Battles, $10. 4 combat simulations, $6. Others available.
David Carl Argall
1300 Ballista
La Puente, CA 91744
H-(818) 917-6568

TRAVELLER supplements and adventures for sale, including STRIKER miniatures rules. Send for list and prices.
Mike Chadwick
2417 W. Obispo Cir.
Mesa, AZ 85202-7819
H-(602) 839-4092

Selling: collection of Cerebus comics, some early Dragon and Space Gamer mags, collection of Lovecraft and other Cthulhu mythos paperbacks. Write or call before 4pm PST.
Mike Ciempil
5262 Osman Ct. #50
Las Vegas, NV 89103
H-(702) 367-6841

Many Sci-Fi games and Traveller accessories for sale. Excellent condition. Liquidating my personal collection at very low prices. Send for a complete list.
Bill Cassel
2043 Golf Course Dr.
Reston, VA 22091
H-(203) 860-2942

Selling copies of the first Tunnels & Trolls trivia game: TRIVIAL DEATH. Only $2.50. Complete dungeon and over 270 trivia questions. Anything from Khazan to Ken St. Andre's birthdate.
Kevin Crossman
788 Florales Dr.
Palo Alto, CA 94306
H-(415) 493-9182

WANTED: Cosmic Encounters Expansion Set #4 (flare deck) in very good to mint condition; Issues 1-4 of Traveller's Digest in very good to mint condition.
Ken Dryer
1906-100 Graydon Hall Dr.
Don Mills, Ontario M3A 3A9
H-(416) 444-1688
W-(416) 495-9913

For sale: Working Passage, a 12-page 1985 Traveller fanzine, 0-11 for $1.25 each, all 12 for $12. Also, 61 issues of Space Gamer (#15-#75) for $120.00. I wrote a bit in them.
Ed Edwards
1410 E. Boyd
Morman, OK 73071

Fantasy Adventure Hats ($5), T-Shirts ($6), Leather Patches ($2), Bookmarkers ($2)! Choose from: Enchanter, Norse Halfling, French Warrior, Confronting Knights.
Patrick Gross
7646 Ventura Cyn.
Van Nuys, CA 91402
H-(818) 782-8889

Looking for a hard to find game? I maintain a list of 50-100 titles, most of which are out-of-print. Send a large SASE for list. Trades accepted.
Jim Hambacher
4758 E. 20th St.
Tucson, AZ 85711
H-(602) 790-5993

Missing a few issues of the Dragon? I am selling one complete set. Call or write.
Douglas K. Hong
P.O. Box 2841
Santa Clara, CA 95051-2841
H-(408) 354-3194

Wanted: copies of TFT:ITL, Advanced Melee and Advanced Wizard.
Michael D. Kraybill
103 York Rd.
New Cumberland, PA 17070
H-(717) 774-7663

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OTD is a role-playing game played through the mail. To begin writing your part of the story, send $15 for a rulebook, start-up, and first five turns (or $2 for just the rules) to:
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P.O. Box 197-SG/FG
East Meadow, NY 11554

NEW GAMES FOR OLD
With your Buy/Sell/Trade listing in the Gamer's Guide: Classified!

Gangster miniatures wanted. Some years ago Fantasy Games Unlimited released Gangster game figures, black blister packs. I want pack G1 "Mobsters" Will pay $12 (orig. price $3)Loose figures OK.
Chick Lewis
1222 W. 144th St. #2
Gardena, CA 90247
H-(213) 538-2072
W-(714) 965-5406, ex 362

Wanted: back issues of the Dragon magazine and Autoduel Quarterly. Send description, including condition and price to:
Francisco Lopez-Fresquet
16634 Bridger
Bozeman, MT 59715
H-(406) 586-2876

Wanted: SPI's Foxbat and Phantom and Yaquinto's Swashbuckler. Call to negotiate price.
Michael McKennon
12100 Menaul #C
Albuquerque, NM 87112
H-(505) 299-3435
W-(505) 765-4926

For sale: over 100 various games, good to new condition, priced accordingly at 20% to 50% of retail, or trade for games of interest. Send for complete list of games and interests.
Mike Montgomery
11516 Quarter Horse Trail
Austin, TX 78750
H-(512) 258-2554
W-(512) 250-3565

Artist for hire: work from photo references a specialty. Worked for Tri-Tac, Hero and Break'n magazine. Please give a starving semi-pro a job. Reasonable rates.
Scott Ruggels
834 Fieloine Dr.
Palo Alto, CA 94303
H-(415) 856-0591

I'm looking for a couple of Fact & Fantasy's out-of-print "Helm's Deep" game. If you have one for sale I'll buy it!
Stephen Sain
2716 Phillips Dr. #310
Amarillo, TX 79109
H-(806) 355-4882
W-(806) 383-3321

Wanted: High Passage #1. Also, any other out-of-print Traveller magazines or articles.
Gerry Smit
100 Graydon Hall Dr. #1906
Don Mills, Ontario M3A 3A9
H-(416) 444-1688
W-(416) 596-6232

Wanted: back issues of the Dragon, pre-issue #64. Must be in good condition, will pay reasonable price.
Christopher C. Shapter
MCTSSA TSSB ADS MCB
Camp Pendleton, CA 92055
W-(619) 725-2948

Looking to buy any Star Fleet Battles and Star Trek type of paraphernalia.
Gary Snow
1520 W. Peoria Ave #157
Phoenix, AZ 85029

Dragon back issues, large selection mint and used. Very reasonable prices from reputable source. SASE gets list. Please specify fantasy and/or wargames as two lists are available.
Timothy J. Stabosz
45 Country Manor
Orland Park, IL 60462
H-(312) 361-2999

SPI titles for sale. All unpunched and new. Also, issues 1-36 of F&M, issues 1-100 of the Dragon, issues 1-6 of the Strategic Review. Send SASE for list.
Tom Sutton
5915 Ludell
Bell Gardens, CA 90201

Game player/collector interested in buying some unusual, scarce, or out-of-print games (ie. Universe and Extinction). If you have any to sell please drop me a line.
Jeffrey Tolleson
12 Pine St.
Wakefield, MA 01880
H-(617) 246-1335

I am interested in selling, buying or trading APPLE compatible computer games. I have available: Seven cities of Gold, Zaxxon, Sky Fox, Colonial Conquest and more.
Randy Tucker
8137 N. 32nd Dr.
Phoenix, AZ 85051
H-(602) 841-2795

Game Clubs

Santa Fe Springs Gamers Association. All types of BG's and RPG's. All ages. New members welcome! Tues/Thurs 5-9pm, Saturdays 9am-5pm. Town Center Hall, 11740 E. Telegraph Rd, Santa Fe Springs, CA or call (213) 863-4896 during club hours.

Blue & Gold Gamers. We are 12-15 college grads who work in the SF Bay area. Our main interests are: Call of Cthulhu, Chivalry & Sorcery, Morrow Project, RQ, Traveller, and numerous variants. For more info, contact Michael Blum at (415) 843-9615.

Gilroy Wargame Association meets at the Gilroy visitors Bureau, 7780 Monterey St. Gilroy, CA 95020. For more info contact Dan Dellinger at (408) 848-4030.

Le Marshalate meets at 462 Blodget St., Manchester, NH 03104. For more info contact John Czeciuk at (603) 668-1472.

North Shore Game Club. All games played with a strong AH game following. Meetings once or twice a month in Danvers. Must be 18 or older, $25 yearly membership fee. Call for a free copy of our newsletter. For more info contact Alan R. Moon at (617) 922-7488.

Strategy Gaming Club. International Club by Mail, 1410 E. Boyd, Norman, OK 73071. Contact Ed Edwards at (405) 364-7659. SGS newsletter, the Strategist, monthly and on time for 13 years included with membership. Cost $9.99 per year to US zips, $16 to all others. All areas of gaming welcome.

Traveller Data Base Project, we track over 7000 pages of printed Traveller lore in 40 categories. Workers wanted. Publications available. For more info contact Ed Edwards at (405) 364-7659

Warriors of the Roses, includes boardgames, miniatures and roleplaying on separate evenings. Meetings happen five nights weekly at 528 S.E. 28th St. #4, Portland, OR. Club features include ongoing boardgame, miniature and roleplaying campaigns, a club newsletter and game discounts. For more info contact F. Scott Payne at (503) 244-0660

Warthog, the Washington Area of (Tacitly) Highly Organized Gamesters meet once a month or so in the home of one of our members for multiparticipational, interactive board-gaming. Newsletter: Politesse, 39¢/month. For more info contact Ken Peel at (301) 495-2799.

A game club meets every 2nd Saturday, 10am to midnight; and the Friday night before, 7pm to midnight in Encino, CA. Games played are Acquire, Monad, 1829, Civilization, Election X, Titan, M.U.L.E., British Rails, Cartel, Bazaar, and many more. For more info contact Bill Beyermann at (818) 987-2566.

New club to form. Adult boardgamer moving to Monmouth County area in NJ. Interested in starting a club, contact Bob McCary at (201)922-2691.

Why not list your game club here? See instructions at the beginning of the Classified, and start finding more gamers in your local area!

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GAMEX 1987 will be held at the Pasadena Hilton Hotel, Friday, May 22nd, through Monday, May 25th over Memorial Day Weekend. Pre-register for only $16.00 if postmarked by May 9th, 1987. Note that there are no separate charges for individual events (a STRATEGICON tradition!).

To pre-register, or for more convention information contact:
Diverse Talents, Inc.
Dept. GAMEX 1987
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Long Beach, CA 90808
or call (213) 420-3675

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664 Airbrake Avenue
Wilmerding, Pennsylvania 15148
(412) 823-4973

If you would like your material returned, please include a SASE. Thank you for your interest.

Circle Reader Service # 18

INFOTECH

(continued)

aerospace fighters and dropships. Each has a line drawing of the craft in question, and a full background including construction notes, design quirks, history, notable battles involved in and even famous crews! Listed for most of the entries are modified versions and variants. This is a very handy book to have, for it also includes the game statistics for each vehicle, making scenario building a snap. The book itself is also fun to read, for it contains much information about the **BattleTech** universe. Again, I recommend this product.

All in all, the **BattleTech** system is a very welcome addition to the gaming world, and is a worthwhile investment for those interested in the subject matter. While the list of products seems rather extensive, the game is really very easy to learn, and the rules are very easy to comprehend and remember. The game as a whole is very enjoyable to play and might make a good introduction to those new to the hobby. Having to give **BattleTech** a rating, I give it a: FUN!

Conventions

OKLAHOMA'S LARGEST GAMING CONVENTION! Four big days of board, miniature and role-playing tournaments. March 26-29th, 1987. $8.00 registration. Send SASE for more information to:
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Tulsa, OK 74159

GAMEX 1987 at the Pasadena Hilton hotel, May 22-25th, 1987. Pre-register for only $16 by May 9th, 1987. 72 'round the clock hours of board, role-playing, miniature and computer gaming. For more information write:
Diverse Talents, Inc.
Dept. GAMEX 1987
P.O. Box 8399
Long Beach, CA 90808
or call (213) 420-3675

Origins '87, the *national* strategy and adventure gaming convention and exposition. July 2-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor. For more information write to:
Atlanticon
Dept. C.A.
P.O. Box 15405
Baltimore, MD 21220
or call (301) 298-3135

GATEWAY 1987 at the L.A. Airport Hyatt hotel, Sept. 4-7th, 1987. Pre-register for only $16 by August 22nd, 1987. 72 'round the clock hours of board, role-playing, miniature and computer gaming. For more information write:
Diverse Talents, Inc.
Dept. GATEWAY 1987
P.O. Box 8399
Long Beach, CA 90808
or call (213) 420-367

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24 Hour Game-a-thon. Starts Friday, April 24, 1987 at 5pm at Town Center Hall, 11740 E. Telegraph Road in Santa Fe Springs. $4.00 pre-reg until April 15. For more info:
Santa Fe Springs Gamers Ass'n.
P.O. Box 2434
Santa Fe Springs, CA 90670
or call (213) 863 7893

Battlegroup Boston is pleased to announce their third annual historical gaming convention, **HAVOC III**, to be held on June 13th and 14th, 1987. Because of the great response in the past, it will be held at a bigger and better facilities, the Central Middle School, 55 School St., Waltham, MA. Planned events include SFB, miniatures, AH games and many more. To be on the mailing list please send your name and address to:
HAVOC III
P.O. Box 70
Allston, MA 02314
or call (617) 354-6229 during the day.

Suppose You Threw A Game Convention And Nobody Came?
List today in the Classifieds.

Capcon X is coming to the OSU Campus April 17, 18, 19, 1987. If you would like to help or participate write to:
OSUMGA
Box 21, The Ohio Union
1739 N. High St.
Columbus, OH 43210

Dragon Con '87 is coming to the Pierremont Plaza Hotel and Conference Center in Atlanta, GA, October 2nd to 4th, 1987. Strategic, FRP, and Computer gaming in over 75 tournaments. For more info write to:
Dragon Con '87
Box 148
Clarkston, GA 30021

Publications

Fire & Movement is the *independent* forum of board and computer wargaming. The leading *professional* magazine of the hobby is now in its 10th year. Published bi-monthly, 6 issues are only $20.00. For more information or to subscribe write to:
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Long Beach, CA 90808
or call (213) 420-36

Working Passage, the newsletter for Traveller fans. To subscribe of fore more information write to:
Working Passage
1410 E. Boyd
Morman, OK 73071
(405) 364-7659

The Brothers of Adventure International is a gamers club for players of T&T, Runequest, Cal of Cthulhu, Stormbringer, Paranoia and others. Free to join. For more information write to:
Brothers of Adventure Newsletter
c/o Garen Ewing
93 Sackville Gardens
East Grinstead, W. Sussex RH19 2AR
England

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The Fantasy Forum is a monthly, amateur fanzine for The Fantasy Trip. Features programmed adventures, rules variants, short fiction, and more. Bring those old heros out of retirement. Six-month subscription: $7. Sample copy: $1.50.
The Fantasy Forum
34A Northmeadow Village
Normal, ILL 61761

Gamelog is Jim Lurvey's personal journal of military, fantasy, science fiction, and live gaming. Seventy-one issues have been produced in thirteen years. Contributions welcome (a publisher of last resort).
Gamelog
P.O. Box 27
Belcourt, ND 58316
(701) 477-6807

International Game Trader and Collector in 3rd year. The Journal of game ownership, collecting, trading and enjoyment. Submissions welcome. Subs are $1 per issue. Sample: $1 and SASE.
The Game Trader and Collector
61 Midland Ave.
Stamford, CT 06906
(203) 327-0919

Politesse is produced by the Washington Area Retinue (Tacitly) Highly Organized Gamesters. Politesse reviews new and old multiplayer games, announces upcoming gaming opportunities, and reports on past sessions. 39¢/months.
Politesse
c/o Ken Peel
8708 First Ave. #T-2
Silver Spring, MD 20910
(301) 495-2799

The Strategist is the monthly journal of the Strategy Gaming Society, successor to the NWA and AWA. The monthly schedule has been kept since 1973!
The Strategist
c/o Ed Edwards
1410 E. Boyd
Norman, OK 73071

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